

FORGOTTEN REALMS

# NEVERWINTER NIGHTS™

# PLATINUM



DEVELOPED BY  
**BiOWARE**  
CORP

AT&T  
ARI

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### A Note about the Toolset and DM Tools

Bioware is constantly updating the *Neverwinter Nights* Toolset and DM Client with new features and abilities. To access the most up-to-date information about these powerful tools, visit us on the web at <http://nwn.bioware.com>.

Go to [nwn.bioware.com/builders](http://nwn.bioware.com/builders) for information on the Toolset, including tutorials on a number of subjects, such as module construction, scripting, designing creatures, adding sounds, and more. You'll also find downloadable modules and tools, as well as user forums, where you can quickly get answers to any question about how to design and build your own *Neverwinter Nights* adventures.

For information about how to be a successful Dungeon Master using the DM Client, visit [nwn.bioware.com/dms](http://nwn.bioware.com/dms).

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# INTRODUCTION

Congratulations on your purchase of *Neverwinter Nights Platinum*!

*Neverwinter Nights Platinum* represents the best of *DUNGEONS & DRAGONS*® role-playing on the PC. I welcome you to a world of epic heroes, horrific beasts, magic spells and ancient evils. Tread the path of heroes as you transcend your humble beginnings as a humble adventurer. Enjoy the most complete *De3D* adaptation ever done on computer.

The game you now hold is the end product of an incredible journey in game development. Over a period of seven years, the entire *Neverwinter Nights* gameplay experience was first realized and then radically enhanced to the form you see today. From an early vision, this game promised to be something more, something greater than the sum of the component sections. A single-player game, a multiplayer game, a dungeon master client, and a toolset all combined to make a truly amazing experience. Few people have a chance to work on an enduring concept, and I feel honored to have worked with many of the best people in the computer games industry on a game which has stood tall since release and is positioned to leave a lasting impression on computer gaming.

I charge you to go the official *Neverwinter Nights* Community site at **nwn.BioWare.com** ([www.bioware.com](http://www.bioware.com)) and try the excellent user-created content available or enjoy our new premium download service. I challenge you to develop your own content or contribute in one of the many community content creation groups online. I advise you to partake in an interactive adventure with a live Dungeon Master and see the full potential of our game.

I wish you well in your explorations,

Trent T. Oster  
Project Director / Producer  
BioWare Corp.

## Getting Started

### The ReadMe File

The *Neverwinter Nights Platinum* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file, double-click on it in the *Neverwinter Nights* directory found on your hard drive (usually C:\NeverwinterNights\Platinum\docs\PLTReadme.txt). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on *Neverwinter Nights*, then on the PTLReadme.txt file.

### System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 800 MHz (Pentium® 4 1.3 GHz or higher recommended)
Memory:	128 MB RAM (256 MB recommended) 256 MB RAM for Windows® XP (512 MB RAM recommended for Windows® XP)
Hard Disk Space:	4.1 GB Free
CD-ROM Drive:	8X Speed
Video:	32 MB video card with Hardware T&L Support* (64 MB video card with Hardware T&L Support* recommended)
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
Multiplayer:	Local area network with TCP/IP protocol and established Internet connection (56 Kbps modem or faster required)
DirectX®:	DirectX® version 9.0b (included) or higher

\*Indicates device should be compatible with DirectX® version 9.0b or higher

## Setup and Installation

1. Start Windows® 98/Me/2000/XP. Exit all other applications.
2. Insert the *Neverwinter Nights Platinum Edition* Play/Install disc into your CD or DVD drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. Note: If your CD or DVD drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing *Neverwinter Nights Platinum Edition*.
5. After installing the game you will be offered the choice to view the ReadMe and play the game.

**Note:** You must insert the *Neverwinter Nights Platinum Edition* Play/Install disc into your CD or DVD drive in order to play.

### Installation of DirectX®

The *Neverwinter Nights Platinum Edition* CD-ROM requires DirectX® 9.0b or higher in order to run. If you do not have DirectX® 9.0b or higher installed, click “Yes” to accept the DirectX® 9.0b License Agreement. This will then launch the DirectX® 9.0b Install.

## Configuration

The *Neverwinter Nights* Configuration Utility, nwconfig, is automatically run the first time you play *Neverwinter Nights*. It is also available from the game launcher by clicking on Configure. The *Neverwinter Nights* Configuration Utility will determine your system’s current hardware and 3D software settings and recommend the optimal configuration for running the game, which you can modify to meet the specific hardware on your system. This information can also be used to generate a report that can be returned to BioWare to help with any technical support issues.

The first time the utility runs, it will automatically check that the system meets the minimum requirements to play *Neverwinter Nights*. You can perform this check again at any time by pressing the Detect button on the Detection page.

On the Display page, you may configure the game to use either OpenGL or DirectX, the resolution at which to play the game and which texture pack to use. You may also manage the list of currently installed texture packs from the Display page. You will be required to test any modifications that you make to the Display settings before you are allowed to save those changes.

The Reports page allows you to generate two reports. The first is a summary of the hardware and 3D software detected on your system. The other is a report that includes other information about the game, which you can send to BioWare to help resolve any technical problems.

## Quick Start

### New Game

Click on New Game on the Main Menu to start playing. First, choose the adventure you want to play. Select “*Neverwinter Nights*” to play the original *Neverwinter Nights* game. To play the *Hordes of the Underdark* adventure, select “*Hordes of the Underdark*.” To play the *Shadows of Undrentide* adventure, select “*Shadows of Undrentide*.”

The next step is to create a character or choose a pre-existing character. If you are anxious to start playing, click on “Play a Ready-Made Character.” If you wish to have complete control over the generation process, click on “New Character” (see Character Creation on page 31).

### Saving and Loading

To save a game while playing, open the Options Menu by pressing the Escape key, or clicking on the Options button. Click on “Save Game” and choose a save slot, then type in a name.

You can Quicksave while playing by pressing the G key. This will automatically save your progress under the name “Quicksave.”

To load a game, open the Options Menu and click on “Load Game,” or choose “Load Game” from the Main Menu. Select a saved game from the list and click on OK to load it.

You can save a character at any time by opening the Options Menu and clicking on Save Character. This creates a snapshot of the character and his or her current equipment that you can load and use in other adventures.

## In-Game Screens

In *Neverwinter Nights* your character is always in the center of the screen. You interact with the world using the mouse to move a cursor around the screen, and the left and right mouse buttons to execute actions. When you move the mouse over an object or creature, the mouse icon changes to an action icon indicating the default action for that object. To perform the default action, click the left mouse button. To perform another action, right-click on the target to bring up the Radial Menu.

Left-click on the screen to move your character around the game world. Attack a hostile creature by moving your cursor over the creature; the icon will change to the combat icon. Left-click to begin your attack.

## Radial Menu



The Radial Menu is your primary tool for interacting with the world of *Neverwinter Nights*. Bring up the Radial Menu by moving the mouse over the object you wish to interact with, and then press the right mouse button. A Radial Menu will pop up with the object in the center.

The Radial Menu contains a ring of possible actions that you can perform on the object, from casting a spell to attacking the target, as seen in the picture above. Left-click to perform the selected action. Some actions may have a small arrow beside them as seen above in the picture, indicating another level of actions, which you can access by left-clicking. A small ring is visible around the action with an arrow beside it. The ring is actually a preview of the next level of the menu, allowing you to see at a glance what the next level will hold.

You can also click and hold the right mouse button and navigate the Radial Menu by moving the mouse. You can also control the Radial Menu with the numeric keypad: Each number key corresponds to a location in the Radial Menu (i.e. 8 is to the top, 2 is down, 7 is to the top left).

## Main Gameplay Screen

The main screen has nine distinct sections, which give you valuable information about the game and offer you control over your character and the game.



### 1: The Character Portrait

This is the portrait you chose for your character, and is what other players see when they examine your character in the game. Beside the portrait is a narrow red bar that shows your character's current health. If the health bar turns green it indicates your character is poisoned. If the bar turns brown, your character is diseased.

## 2: The Options Box

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Here you can click buttons to bring up the various screens needed to manipulate your character, such as the in-game map, the Inventory screen, the Journal, the Character Sheet, the Options Menu, Spellbook and the player versus player Options panel.

## 3: The Party Bar

---

This is where other members of your party appear. You can add other players to your party through the “Socialize” Radial Menu option. Under the “Socialize” menu you can invite another player to join your party by selecting the “Invite” Radial Menu option. The invited player can then go under the “Socialize” option and select “Join Party.” If you summon a creature, the creature is added in to your party bar while it is present. You can use the party bar to get quick information on your party members or to perform actions on them by right clicking and bringing up a radial menu. The small bar on the left side of the portrait shows the current health of the character. In the top slot on the right side there is an arrow icon. The arrow points the direction that character is from your character. An icon showing the current action the character is undertaking, whether it is combat, spell casting or resting. A skull will appear if the character is dead.

## 4: The Chat Window

---

The Chat window displays messages from other players. You can drag the Chat window up for a longer window by dragging the black tab at the top. You can also right-click on the tab to set the various filters for chat messages in each window. To filter a window for only combat messages, open the Radial Menu on the Chat window tab and toggle all the other chat displays off. For a quick reply to someone who has just chatted with you, click the portrait of the speaker.

## 5: The Chat Entry Bar

---

This is where you type chat messages. Hit the Enter key or click in the bar type a chat message. You can use various slash commands to control the type of message you are sending. An “/S” (shout) before your text sends the message as a shout which goes out area wide. A “/P” sends your message to the

other members of your party. A “/T <playername>” (tell) or “/W <playername>” (whisper) sends a private message to the player you have specified with <playername>.

## 6: The Quickbar

---

The Quickbar provides quick and easy access to common game actions. Each “cell” in the bar corresponds to a function key on the keyboard. When you press the associated key, the command placed in the cell is executed. You can drag items from your inventory to the Quickbar and hit the key or click the cell to use or equip the item, depending on what it is. You can place spells into the Quickbar by dragging the icons from your prepared spells or by right-clicking on the Quickbar to open the Radial Menu and select the spell.

## 7: The Compass

---

The compass is a simple directional pointer. The “N” in the compass always points north, so if you walk your character in the same direction the “N” indicator is pointing, you will be moving directly north.

## 8: The Action Queue

---

The Action Queue shows the actions your character is currently performing and any actions you have set up to be performed. In the heat of combat you may find yourself issuing commands faster than your character can execute them. These commands are added to the Action Queue and they will be performed in order. If you desire to remove an action from the queue, you may right-click the action.

## 9: The Status Bar

---

The Status Bar shows any special effects currently active on your character. Beneficial spells and effects, such as ability bonuses, and negative effects, such as poisons and diseases, appear in the Status Bar. Hold the mouse over any of the icons to get a text description of the effect. When an icon in the Status Bar blinks, it signals the effect is about to expire.



## Character Sheet



The Character Sheet panel shows all of the vital statistics and abilities of your character. You can open the Character Sheet panel by right-clicking on your character portrait or clicking on the Character Sheet icon in the Options panel.

Along the top of the Character Sheet panel are tabs for accessing other information about your character.

## Skills Panel

The Skills panel displays all your character's skills and his modifier in each. The skill modifier that is listed here equals total ranks in the skill plus ability score modifiers. Select any skill to get more information about it, including its key ability and what it costs to upgrade.



## Feats Panel



The Feats panel displays all of your character's feats, as well as racial and class abilities.

## Inventory Panel

The Inventory panel displays all of your character's equipment. The area at the top of the screen shows those items that are currently equipped, and the grid at the bottom of the screen displays your character's total inventory.



Select an item by left-clicking on it, or click and hold the left mouse button to drag the item between inventory slots.

On the lower-right side of the inventory are a number of small tabs that allow you to access all the panes of your inventory. The weight your character is carrying is displayed above the maximum weight he can carry along the bottom of the panel. If your character exceeds this maximum weight, he or she will be encumbered and will not be able to run.

Your current gold and your current item points are displayed on the right side. Each magic item has an item point value, which is added to your item point total when you have the item equipped or in your inventory. When you reach your maximum item point total, you cannot pick up any more magic items. Your character's maximum item points rise each time he gains a level.

## Equipping Items

To equip an item, drag it over an appropriate equip slot and drop it. You can also equip items using the Radial Menu. Right-click the item and select the Radial Menu "Equip" option to assign the item to a default equip slot.

## Spells Panel



The Spells panel is composed of two panels: Spellbook and Spell Preparation. Wizards, clerics, druids, paladins and rangers are required to prepare their spells before casting them, while bards and sorcerers are not.

To prepare a spell, first select the spellcasting class and spell level from within the Spellbook screen. A tree of all available spells is shown below the selected level. If your character has any metamagic feats (see Feats on page 102) he can enhance prepared spells by selecting the small arrow icon on the left. This icon opens to display those spells that can be enhanced. Get information on any spell by clicking the Inspect button to the right of the spell name.

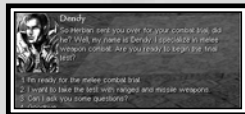


Once you have selected the spell you wish to prepare, either click on the small arrow on the right or drag the spell icon to move it to a prepared slot.

Multiclass spellcasters may need to repeat this process for each of their spellcasting classes. When all slots are filled, select “Rest” from the Radial Menu. Once your character has rested, he is ready to cast his prepared spells.

## Conversation Panel

The Conversation panel is your primary tool for interacting with other characters in *Neverwinter Nights*. A portrait of the character you are speaking with is displayed in the top left of the window, and this character’s dialogue is displayed to the right of the portrait.

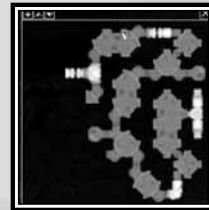


Underneath the portrait are your character’s response options. The first response shown has a red comment, indicating a skill or special ability that this conversation option allows. In this case, the player character’s Intelligence score has given him some insight into the NPC’s dialogue. The player could left-click this response to cause his character to reply with the line, or choose any other. Intelligence and Charisma are the two main abilities that grant special conversation options, but in a few cases a high Strength can aid in threatening a reluctant informer or a high Wisdom can open a new conversation path.

You can stop a conversation at any time by pressing the **Escape** key, walking away, or by performing a hostile action.

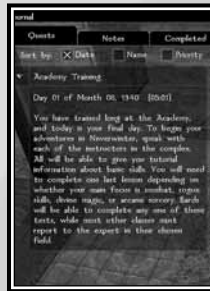
## Map Panel

The Map panel displays a top-down map of your current area. The map expands as you explore, allowing you to see new areas and track where you have been. The small icons on the map are map pins. Each map pin has a label associated with the pin, which appears at the top of the map window.



You can place your own map pins by clicking in the pin box on the top-left and then clicking on the map where you wish to place the pin. Once the pin is placed, a dialogue window pops up and you can enter the text you wish to associate with that pin.

## Journal Panel



The Journal panel displays the status of the adventure and the status of the various quests you have undertaken. The tabs at the top of the screen toggle between three specific journals.

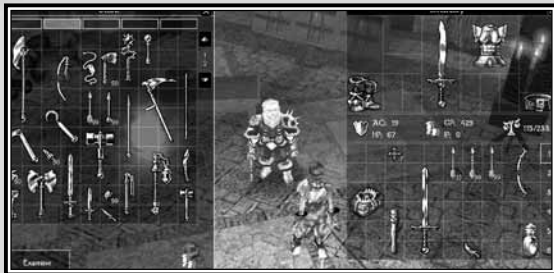
The first tab on the left displays your character’s personal journal. The personal journal tracks information about quests you have accepted and characters you have spoken with. The personal journal is very important: be sure to read it often to check your progress on quests.

The next tab displays your completed quests. Any quests from your personal journal that are completed will be automatically moved to this tab.

The third tab is empty; this is provided for you to jot down notes and impressions during the game.

## Stores Panel

Buying items from a store is very similar to using a container. The store appears on the left side and your



inventory is on the right. To buy an item, drag it to your inventory. A dialogue box will pop up asking you if you wish to purchase the item. If you agree and you have enough money, the exchange is made and the item is placed in your inventory.

## Barter Panel

The Barter panel functions in a manner similar to the container panel. On the left side are the other player's offered items and the right side holds any items you wish to offer for trade. When you are happy with the items on both sides, click on the Offer button. When an offer is made, the other player has two choices: he can accept the offer or refuse — either by changing the items in his slots, or clicking on the Cancel button. This system requires that both players agree to a trade before it can happen.

## Options Panel



*Neverwinter Nights* has a large number of options available for customizing the game to suit your play style. To change any option in the game open the Options panel by pressing the **Escape** key or the “O” key or by clicking on the options icon on the main in-game screen.

To load a game, click on the Load button and then pick the game you wish to load. To save a game, click on the Save button and then select the game slot you wish to save in and type in a name for the game.

The Save Character button allows you to save your character out of your current game, so you can use the character in another adventure. If you advance your character outside of your existing save game, the next time you load the game you will be asked if you wish to update your character. If you answer Yes, your most-recent version of the character is brought into your previous save game.

**Video Options** contains the settings that apply to your video display. You can set texture detail, screen resolution and various graphical options. As a rule of thumb, the more features you disable the faster the game will run. If the game is running poorly on your computer, try disabling features until performance improves.

**Sound Options** allows you to customize the game sound and to enable or disable various sound options.

**Controls** allows you to change your camera mode and cycle through various control options. You can, for example, enable driving mode and control your character with the keyboard.

**Change Key Settings** allows you to customize the *Neverwinter Nights* hotkeys. At the top of the key-mapping panel are tabs for the various headings of hotkeys. To change a key, click the control you wish to change and press the key you want to map to that control. You cannot map the same key to multiple controls, so be aware of what keys you have already mapped.

**Game Options** allows you to tweak the game difficulty and change other gameplay options. We recommend most people play the game on the default settings, since the game is evenly balanced at these settings. If you are an experienced *Dungeons & Dragons* player, you might consider selecting the “Hardcore *De&D*” option, which implements some of the more complex aspects of the rules system.

- **Hit Points:** At Normal difficulty or easier these are granted via the following procedure. The character gains maximum Hit Points from levels 1-3. For levels 4 and above they will roll their hit-points but will only accept a minimum roll of 1/2 of their possible Hit Points, rounded up. For example, a wizard who normally rolls d4 for Hit Points will get at least 3 Hit Points every level.

## New Camera Control

The default camera view has now been changed to allow you to drop it down much lower. In addition, the camera range has been expanded. You can zoom the camera in to a few feet from the character or zoom out to provide a larger view of the environment. In addition, the pitch of the camera now ranges from a minus 180-degree to a minus 1-degree angle to give the perspective from the character's eyes. Controls are outlined below:

### Camera Views

**Normal:** Camera fixed in position.

**Chase View:** Camera locked looking over the character's shoulder from behind.

- Press \* [asterisk] on the number pad to toggle between camera views.

### Mouse Wheel

- Press and hold mouse wheel to change the camera angle
- Move mouse wheel forward to zoom in
- Move mouse wheel back to zoom out

### Camera Keyboard Commands

Normal camera view

Key	Action
Insert	Camera up full (overhead view)
Delete	Camera down full (view toward the horizon)
Page Down (press and hold)	Reset to default view
Home	Zoom camera in full
End	Zoom camera out full
Page Up/Down	Move camera up/down

Chase view

Key	Action
Insert	Camera up full (overhead view)
Delete	Camera down full (view toward the horizon)
Page Down (press and hold)	Reset to default view
Page Up/Down	Move camera up/down

## Common Interactions

Some common interactions within the world include:

### Creatures

Hostile creatures turn red when you mouse over them, and the mouse cursor will change to the Attack icon. You can gauge the difficulty of a creature by examining it. Right-click to bring up the Radial Menu and select the "Examine" option in the top center.

Non-hostile creatures appear blue (or green, if they are in your party) when you mouse over them, and the mouse cursor changes to the talk cursor.

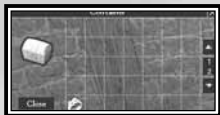
### Items

Right-click to open the Radial Menu and select the "Examine" option to get more information about an item. If an item is unidentified it may be magic; use the Lore skill or the Identify spell to identify magic items (or bring it to a shopkeeper, who can identify the item for a price).

Items and weapons can be equipped directly from the ground using the Radial Menu. Items and weapons can also be assigned to the Quickbar, where they will be used normally if selected. Right-click on a Quickbar item with multiple uses and select "Assign Special Use" to define the default use of the item.

Some items (such as gems and arrows) can be stacked. To stack items, just drag 'like' items onto each other. Different item types have various maximum stack sizes. Also, you can separate stacks by right-clicking on the item to open the Radial Menu. Select the "Split" option and then type in how many items you want in the second stack.

## Containers



Containers are handled in much the same way as ordinary inventory. The bottom of the panel contains inventory, and the top represents the contents of the container.

You can drag items back and forth, or use the Radial Menu to pick them up.

Open containers by left-clicking them, or select the “Use” option from the Radial Menu. Locked containers can be picked, bashed open, or opened with a spell. Select “Lockpick” and “Bash” from the Radial Menu on a container, or cast a spell, such as Knock, on the container.

You can activate levers and other special-use devices by left-clicking them, or by selecting the “Use” option from the Radial Menu.

## Doors

If you have the right key, you can unlock a door. Otherwise, you can pick, bash open, or open most doors with a spell. If you have the key, left-click on the door or select “Use” from the Radial Menu. Select “Lockpick” and “Bash” from the Radial Menu on any locked door. Cast the Knock spell on a lock door to try and open it without damaging the door.

You can lock some doors by selecting “Lock” from the Radial Menu. If the “Lock” radial option does not appear, the door cannot be locked.

## Disarming Traps

Traps must be found before they can be disarmed. To search for traps, select “Active Search” from the “Use Skill” selection in the Radial Menu. In Active Search mode, your character moves at a walk and makes Search rolls with his full skill modifier. When not in Active Search mode, Search checks to detect traps are made at half your character’s skill modifier.

When a trap is detected, an area on the ground turns red—this area is the active trap. You can mouse over a detected trap and right-click to bring up the Radial Menu, which will display

options including disarming the trap and recovering the trap. It is more difficult to recover a trap than to disarm it, but you can use a recovered trap later against enemies.

## Time and Resting

### Rounds and Turns

A **round** in game time is approximately six seconds in length.

A **turn** is ten rounds or 60 seconds.

### Game Time and Real Time

Every two minutes of real time is equal to an hour of *Neverwinter Nights* game time. That means that 48 minutes of real time is equal to a 24-hour *Neverwinter Nights* game day.

### Resting

Some spells and effects have durations equal to one day (one game day). These effects disappear after 48 minutes of real time OR after the character rests.

Resting takes only 30 seconds of real time, but has all the game effects of a full 24 hours of rest. Spells are prepared, effects disappear, items with charges per day are recharged, and so on.

## Keyboard Commands

*Neverwinter Nights* contains a number of hotkeys that let you perform actions using the keyboard. The table below lists common keyboard commands. To see all key commands, and customize any command, go to the Change Key Settings option in the Options panel.

### Keyboard Commands

Action	Key
Rotate camera left	Left arrow
Rotate camera right	Right arrow
Zoom in	Up arrow
Zoom out	Down arrow
Zoom in full	Home
Zoom out full	End
Pitch camera up	Page Up
Pitch camera down	Page Down
Camera up full	Insert

Action	Key
Camera down full	Delete
Drive Mode	
Step left	Q
Step right	E
Forward run	W
Back	S
Turn left	A
Turn right	D
Inventory	I
Quick chat	V
Journal	J
Character sheet	C
Spell book	B
Map	M
PVP panel	P
Options	O
Quick Inspect	Tab
Hide/show GUI	H
Quick save	G
Screen capture	PrintScrn
Pause	Spacebar
Tool tips	I
DM Creator	,
DM Chooser	.

## Multiplayer

### Journeying Online

To play *Neverwinter Nights* multiplayer you will need a connection to other computers via an Internet connection or a LAN (Local Area Network) connection. You can either host a game server to allow other players to join you in your adventures or you can connect to an existing game hosted by someone else.

The first time that you play online, you will be prompted to create a player profile. The player profile allows *Neverwinter Nights* to differentiate between players and allows you to access special areas in the *Neverwinter Nights* community site ([www.neverwinter-nights.com](http://www.neverwinter-nights.com)). If you have already created a player profile, either in the game or on the *Neverwinter Nights* community site, enter your player name and password to continue. If you haven't yet created a profile, click on the Create Profile button

and enter in your desired player name and password. You will also be prompted for an email address. Although you are not required to enter an email address, if you do not enter one, you will be unable to recover your password if it is lost.

### Hosting a Game Server

If you are hosting the game server, you will have full control over who is allowed to play in your game. You will be able to moderate the game by booting (removing from the game) or banning (permanently removing) players. You can host a game by choosing multiplayer on the main menu and then either starting a new game or loading an existing game. This will launch a game server with the module or save game of your choice and other players will be able to play on your server for as long as you are also in the game.

When starting a new game there are a large number of options available to you if you want to customize the environment your players will be adventuring in. Some simple options are how many players you wish to allow in to the game and whether you wish to password protect your game or not. If you put in a player password, no players will be able to join unless they know the password. If a DM password is entered, then only players with this password can connect to the game server with the DM client. The next important option is the Player versus Player (PvP) settings. These settings are described below in the Player vs. Player section.

### Joining a Multiplayer Game

If you just wish to play in a game, you click Multiplayer at the Main Menu and then choose the Join option. A listing of games will appear in a Game Browser window. If you are playing without an Internet connection, the game may pause at this screen for a moment. You can click the LAN tab at the top of the panel to scan your local network for games instead of scanning the Internet matching service. If you have an Internet connection, you will see a listing of the games currently available. You can sort the games using the filters at the top of the matching page by clicking the filter name. You can also click the

Gameplay Types toggle on the bottom-left to display games of a certain type. When you find a game you want to join, click it and then click on the Connect button. At the top of the screen, you will also see the History tab. The History tab tracks the last game sessions you were playing and where those sessions are located. If you wish to re-join a game you were playing, click the History tab, select the game you wish to play and click the Connect button.

## Picking a Character

Once you have joined a game you will be presented with the Choose Character page. On the left you will see a list of available characters. Pick a character and click



on the Play button to start playing. Sometimes some of the characters will be disabled. This means that these characters are not allowed to play on the current server, possibly because of module restrictions (level or class restrictions, for example), or because the server may only accept server characters.

## Local and Server Characters

There are two types of characters in *Neverwinter Nights*, local characters and server characters. A local character is a character that is stored on your own computer. You can use a local character to play on many different game servers, in a single-player game or in a multiplayer game that you are hosting. You can think of this as taking your character home with you when you finish playing.

A server character is a character that is only stored on the game server that you are joining. You will only have access to this character while you are connected to that server. Think of this as leaving your character with the person who is hosting the game. This is the recommended system for people who are playing as a

regular group, since the players cannot alter their characters while offline.

The server itself can be set to accept either local or server characters. When you connect to a server, you will be informed as to what type of characters it allows. If you are connecting to a server that allows server characters only, you can create a new character on that server by pressing the New Character button on the Character List page.

## Moving Characters between Games

In *Neverwinter Nights* there is no difference between single-player and multiplayer characters. At any time, you can save a character from a game, play with that character online and then continue playing with that character in a single-player game.

To save a character from a game, open the Options panel and click on the Save Character button. This creates a local character that is a duplicate of the character in the game. Now if you go back to the Main Menu and join a multiplayer game, you'll be able to choose this character. The character is automatically saved when you complete a multiplayer adventure.

If you load the original saved game from which you saved the character, you will continue to play where you left off with the character that is stored in the save game. If you wish to use a different character, go to the Load Game screen, select the saved game that you desire and click on the Import Character button instead of the Load button. You will then see the Pick Character screen. Pick any local character and click on Play. The saved game will be loaded with the new character. Anytime you save after this point will store the new character with the saved game.

## Forming a Party

To form a party in a multiplayer game you must invite a player to join you, and that player must agree to join. You can invite someone to join your party using the "Socialize" Radial Menu option. Right-click on the player you wish to invite and select "Socialize," then click on "Invite" and the other player will

receive a message advising them you have issued an invitation to form a party.

You can disband a party by moving to the same location in the Radial Menu after your party is formed and clicking on “Disband.”

Player Versus Player

There are three levels of player versus player (PvP): No PvP, Party PvP, and Full PvP. If you choose No PvP, players cannot damage one another. The Party PvP setting allows you to damage other players unless they are in your party, in which case you cannot damage them at all. Full PvP settings lets you damage any other player unless the area you are in is locked against PvP. This means that area-effect spells will harm other players if they are within the casting range, so if you play Full PvP watch where you target your area-effect spells.

The PvP setting on the server options panel dictates the maximum level of PvP conflict allowed in the module. This means that if the server PvP is set to Full PvP, there still may be Party PvP or No PvP areas in the module, but if the server is set to No PvP, all areas in the module will be set to No PvP.

Liking or Disliking Other Players

By clicking on the Player Reactions button you can bring up the Player Reactions panel, which describes the PvP setting of the current area and has information about your attitude toward other players in the world. Your attitude towards another player will be either like or dislike. To change your attitude toward a player, simply click on their name. Be warned, when you change your attitude towards a player, they are informed of your new status. You can see what the other player’s reaction to you is by looking at their entry in the reaction column.

So what does all of this liking and disliking do? It sets the attitude of your associates and limits what types of hostile actions that you can perform on the other player. Depending on what the PvP setting is for the area that you are currently in, your attitude will determine whether you are friendly, neutral or hostile to that player.

The following table describes the effects of your attitude and PvP setting.

PVP Attitude

Relationship	No PvP	Party Protected	Full PvP
In Party	Friendly	Friendly	Neutral
Likes	Friendly	Neutral	Neutral
Dislikes	Friendly	Hostile	Hostile

If you are friendly toward another player, you cannot harm them, pick their pockets or perform any hostile action against them. Any hostile spells will not affect them and you will not perform attacks of opportunities against them. Your associates (animal companions, familiars, summoned creatures and henchmen) will not attack the other player.

If you are neutral toward another player, you can perform overt hostile actions and hostile spells will damage them. Your associates will still not attack the other players and you will not perform any attacks of opportunity.

If you are hostile toward another player, you can perform any hostile action, you will receive attacks of opportunity and your associates will attack the other player.



The legend at the bottom of the Player Reactions panel contains a full list of the consequences of your hostility state.

If you are hosting the game server, you will also have a Boot and a Ban button. By selecting a player and pressing the Boot button, that player will be disconnected from your server. That player may reconnect at a later time. If you ban a player, that player’s player profile will be added your server’s Ban List and they will be prevented from connecting to your server.



## Monster Difficulty Categories

**Challenge rating.** The higher this number, the more powerful the enemy. Commonly four characters of a certain level are able to defeat one creature with a CR equal to the average level of the characters with a moderate amount of difficulty.

Monster Challenge Rating*	Category	Color	Explanation
+5 and greater levels	Impossible	Purple	Death is guaranteed.
+3, +4 levels	Overpowering	Red	You'll have difficulty defeating this creature.
+1, +2 levels	Very difficult	Orange	Survival is not guaranteed, without drawing upon potions and other magical aids.
Same level as character or one less	Challenging	Yellow	You can defeat a couple of these before resting.
-2, -3 levels	Moderate	Blue	You'll take a few wounds.
-4, -5 level	Easy	Green	Worth little XP but won't hurt you much.
-6 and less levels	Effortless	White	Not worth your time.

## PLAYER'S HANDBOOK

*Neverwinter Nights* is based on the 3rd Edition of the *Dungeons & Dragons* roleplaying game and allows you to create and play a character of epic proportions. You can travel through fantastic and compelling worlds, participate in stories heroic and humble, and it is entirely up to you whether your characters behave as you might, or act as different from you as night to day.

You will meet other adventurers online as well, players from around the globe that you can learn from, battle alongside, or perhaps fight against. In time, your characters may also become teachers, great warriors, or the target of opposition. You can adopt whatever style of play you wish, becoming an obvious force that shapes the land, or remaining behind the scenes.

The *Dungeons & Dragons* rules set has been carefully designed to facilitate your travels, and *Neverwinter Nights* takes full advantage of that flexibility. The convenience of a computer roleplaying game means that the majority of rules and functions are handled behind the scenes, leaving you free to enjoy your adventures without worrying about rules.

## Character Creation

Before you can play *Neverwinter Nights*, you first have to decide what type of character you want to play. There is a great deal of room for customization, so this may seem a little intimidating at first. It is best to remember that there are no good or bad characters and different people appreciate different aspects of the game. You can create any number of characters, so feel free to experiment.

One way to navigate the character creation process is to start with a character concept. Many roleplayers enjoy mimicking figures from history, myth or popular culture. Those who enjoy a challenge sometimes construct a flawed character, perhaps one who is sickly or a bit of a buffoon. Perhaps they might take a classical stereotype and play it in a new and refreshing manner, like a dwarven barbarian who is scholarly or prefers a sling to an

axe. Regardless of where the inspiration comes from, once you have a concept the process of character creation is much easier.

*Neverwinter Nights* has a very flexible system for character modification, so don't worry much about the decisions you make early on. For example, you might create a gnome barbarian to prove to other players that gnomes make the best warriors, but after awhile realize that you are spending more time glorifying him with tales and poems than actually fighting. At that point he could become a bard, a class better suited to that style of play. He would still have his barbarian roots but could freely advance as a bard thereafter. Remember, much of the fun of *Dungeons & Dragons* is in watching your character grow and change.

Creating a character is exciting, but it can be a daunting process. If you are ever unsure of how to proceed past a screen, or if you aren't sure how to make the best decision, press the Recommended button and the program will make a good choice for you. You can also return to the beginning of the process and select a "Package," which is a set of feats and skills chosen around a particular theme.

Select the character that most closely matches your preferences and click on the "Customize" button. You will be able to change the appearance, portrait, soundset and gender of the character. **Note:** You can also customize any other existing character you might have, instead of using the pregenerated ones that come with the game.

Gender

The first step in creating your character is to choose a gender. Select either male or female, and click on OK to continue.

Race

There are many races in *Neverwinter Nights*, each with its own strengths and weaknesses. See Race on page 39 for more information. Choose a race and click on OK to continue.

Portrait

Select a portrait for your character and then click on OK.

Class

A class is the profession or vocation of your character. It determines what he or she is able to do, including combat training, magical ability and skills. In selecting the right class for a character, keep in mind your core concept for that character. The eleven basic selections can approximate most any character concept and often you will have several options available. For example, both rangers and fighters make excellent archer characters, and paladins and clerics are both excellent at hunting down undead monsters. For class-specific information, see Class, starting on page 43, and the class-related tables on pages 187-206.

Alignment

Alignment reflects how your character relates to the concepts of good and evil, law and chaos. It can affect how certain NPCs react within the game and will occasionally determine whether an item can be used or not (some items have alignments of their own and will not allow a conflict with their user). The main purpose of alignment, however, is to act as a guideline for consistent role-playing, though it is not set in stone. The alignment of a character can change to match the style in which they are played, if deviation is consistent and serious. All of the nine alignments listed are viable choices for adventurers, though the "evil" variants are more often the domain of villains and monsters.

Alignment Grid

Law/Chaos Axis	100	Chaotic Good	Neutral Good	Lawful Good
	70	Chaotic Neutral	Neutral Neutral	Lawful Neutral
	30	Chaotic Evil	Neutral Evil	Lawful Evil
	0			
	100	70	30	0
	Good/Evil Axis			

## Ability Scores

The basic characteristics that define your character are divided among six ability scores. Each of these represents a particular aspect of your character, and skills that draw from these traits are modified depending on your score in them. Certain classes also favor certain abilities over others, and derive much of their effectiveness from a high score in these areas.

**Strength:** Strength measures muscle and physical power. This ability is especially important for fighters, barbarians, paladins, rangers and monks, because it helps them prevail in combat.

**Dexterity:** Dexterity measures agility, reflexes and balance. This ability is most important for rogues, but also for characters who typically wear light or medium armor (barbarians and rangers) or none at all (monks, wizards and sorcerers), or for any character who wants to be a skilled archer.

**Constitution:** Constitution represents health and stamina. High Constitution increases the number of Hit Points a character has (affecting how much damage the character can take), which makes it important for all classes, but especially fighters. If Constitution ever increases, a character's Hit Points increase retroactively. Spellcasters need a strong Constitution to keep their spells from being interrupted during combat.

**Intelligence:** Intelligence determines how well your character learns and reasons. Intelligence is important for wizards because it affects how many spells they can cast, how hard their spells are to resist and the power of these spells. Intelligence is also important for any character who wants to have a strong assortment of skills, however increasing your Intelligence will not grant bonus skill points retroactively.

**Note:** Sorcerers do not use Intelligence for casting spells — they use Charisma instead. Warning: An Intelligence score lower than 9 means that your character is unable to speak properly.

**Wisdom:** Wisdom describes a character's willpower, common sense, perception and intuition, whereas Intelligence represents the ability to analyze information. An "absent-minded professor" has low Wisdom and high Intelligence. A simpleton with low Intelligence might nevertheless have great insight (high Wisdom). Wisdom is important for clerics and druids, as it affects the strength and number of their spells. Wisdom is also significant for paladins and rangers.

**Charisma:** Charisma measures force of personality, persuasiveness, ability to lead and physical attractiveness. It represents actual personal strength, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers and bards. It is also important for clerics, as it affects their ability to turn undead.

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### Recommended Statistics

Generally, a character should have at least ten points in any given statistic, as this will prevent that character from receiving any penalties. This is not mandatory however, and the most interesting characters are sometimes the most flawed.

Every character should have a high ability score in at least one of his core class abilities. For example, a paladin should have a Charisma of 12 or higher to gain the most benefit from his class abilities, and a wizard should have a high Intelligence if he wants to cast high-level spells. Certain classes may have multiple core abilities—for example both Charisma and Dexterity are important to bards. In this case, the player must decide whether to split his focus between these abilities or concentrate on one to the detriment of the other.

Each ability score has a modifier, from -5 to +15 and even higher. Most player characters have ability modifiers between -1 and +4, but some extraordinary characters begin the game with modifiers as high as +5 or as low as -2.

## Ability Scores

Score	Modifier	— Bonus Spells (by Spell Level) —									
		0	1	2	3	4	5	6	7	8	9
1	-5	— Can't cast spells tied to this ability —									
2–3	-4	— Can't cast spells tied to this ability —									
4–5	-3	— Can't cast spells tied to this ability —									
6–7	-2	— Can't cast spells tied to this ability —									
8–9	-1	— Can't cast spells tied to this ability —									
10–11	0	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	1	—	—	—	—	—	—	—	—
14–15	+2	—	1	1	—	—	—	—	—	—	—
16–17	+3	—	1	1	1	—	—	—	—	—	—
18–19	+4	—	1	1	1	1	—	—	—	—	—
20–21	+5	—	2	1	1	1	1	—	—	—	—
22–23	+6	—	2	2	1	1	1	1	—	—	—
24–25	+7	—	2	2	2	1	1	1	1	—	—
26–27	+8	—	2	2	2	2	1	1	1	1	—
28–29	+9	—	3	2	2	2	2	1	1	1	1
30–31	+10	—	3	3	2	2	2	2	1	1	1
32–33	+11	—	3	3	3	2	2	2	2	1	1
34–35	+12	—	3	3	3	3	2	2	2	2	1
36–37	+13	—	4	3	3	3	3	2	2	2	2
38–39	+14	—	4	4	3	3	3	3	2	2	2
40–41	+15	—	4	4	4	3	3	3	3	2	2

## Point Buy System

*Neverwinter Nights* determines ability scores with a system based on points rather than random dice rolls. A player starts with an ability score of 8 in each of his six abilities, and then draws from a pool of 30 points to raise these abilities.

As an ability score is raised to exceptional levels, it becomes more expensive to raise further, as per the following chart: Raising an ability score from 8 to 16 costs 10 points, so be careful not to neglect the rest of your character's abilities while making one or two exceptional.

## Ability Score Cost

Base Ability Score	Cost	Total Cost
8	0	0
9	1	1
10	1	2
11	1	3
12	1	4
13	1	5
14	1	6
15	2	8
16	2	10
17	3	13
18	3	16

## Packages

Packages are for players who wish to jump in and play the game without going through the customization required to build a character from scratch. A package automatically selects skills, feats and spells tailored for a character of the class and race you have chosen, and assigns basic equipment so that you can begin playing immediately. Each class has a default package, which is automatically selected when you click on the Recommended button.

To customize your character with specific skills, feats and spells, click on a package and then click on the Configure Packages button. This will take you through the following screens:

### Skills

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Each character will receive points with which to buy starting skills. For more information, see Skills on page 87.

### Feats

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Your character can choose a number of starting feats depending on his or her class. For more information, see Feats on page 102.

### Spells, Domains and Familiars

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If you choose a spellcasting character, you will need to choose your starting spells. Clerics will need to pick a domain. Wizards and sorcerers will have to choose a spell school and a familiar. See Spells on page 135 for more information about all of these choices.

### Appearance

Select from a variety of heads, body types, clothing, and tattoos for your character. You may also change skin, hair, and tattoo color. When you are satisfied with your character's looks, click on OK to return to the Character Creation screen.

### Character Information

When you are ready to proceed with your character, click on OK. To finish character creation, enter a name or choose a random one and fill in a short character description that other players will see when they examine your character. Finally, choose your character's voice, which they will use in response to certain actions in the game and when giving Quickchat commands.

## Race

### Human

Humans are the most adaptable of the common races. Short generations and a penchant for migration and conquest have made them very physically diverse as well. Skin shades range nearly black to very pale, hair from black to blond, and facial hair (for men) from sparse to thick. Humans are often unorthodox in their dress, sporting unusual hairstyles, fanciful clothes, tattoos, and the like.

- **Favored Class:** Any. When determining whether a multi-class human suffers an XP penalty, his highest-level class does not count.
- **Quick to Master:** 1 extra feat at 1st level
- **Skilled:** 4 extra skill points at 1st level, plus 1 additional skill point at each level up

### Dwarf

Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment, their hard work and their capacity for drinking ale. Dwarves are slow to jest and suspicious of strangers, but they are generous to those who earn their trust. They stand just 4 to 4 1/2 feet tall, but are broad and compactly built, almost as wide as they are tall. Dwarven skin varies from deep tan to light brown, and dwarven hair is black, gray or brown. Dwarven men value their beards highly.

- **Ability Adjustments:** +2 Con, -2 Cha
- **Favored Class:** Fighter. A multiclass dwarf's fighter class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Special Abilities:** Stonecunning, Darkvision, Hardiness vs. Poisons, Hardiness vs. Spells, Offensive Training vs. Orcs, Offensive Training vs. Goblinoids, Defensive Training vs. Giants, Skill Affinity (Lore).

## Elf

Elves are known for their poetry, song and magical arts, but when danger threatens they show great skill with weapons and strategy. Elves can live to be over 700 years old and, by human standards, are slow to make friends and enemies, and even slower to forget them. Elves are slim and stand 4 1/2 to 5 1/2 feet tall. They tend to be pale-skinned and dark-haired with deep green eyes. They have no facial or body hair, prefer comfortable clothes, and possess unearthly grace. Many other races find them hauntingly beautiful.

- **Ability Adjustments:** +2 Dex, -2 Con
- **Favored Class:** Wizard. A multiclass elf's wizard class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Special Abilities:** Immunity to Sleep, Hardiness vs. Enchantments, Bonus Proficiencies (Longsword, Rapier, Shortbow, Longbow), Skill Affinity (Listen), Skill Affinity (Search), Skill Affinity (Spot), Keen Senses, Low-light Vision.

## Gnome

Gnomes are in wide demand as alchemists, inventors and technicians, though most prefer to remain among their own kind in simple comfort. Gnomes adore animals, gems and jokes, especially pranks. They love to learn by personal experience, and are always trying new ways to build things. Gnomes stand 3 to 3 1/2 feet tall, with skin that ranges from dark tan to woody brown. Their hair is fair and their eyes are often some shade of blue. Gnomes generally wear earth tones, but decorate their clothes intricately. Males favor carefully trimmed beards. Gnomes live 350 to 500 years.

- **Gnome Ability Adjustments:** +2 Con, -2 Str
- **Favored Class:** Wizard. A multiclass gnome's wizard class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Special Abilities:** Small Stature, Hardiness vs. Illusions, Offensive Training vs. Reptilians, Offensive Training vs.

Goblinoids, Defensive Training vs. Giants, Skill Affinity (Listen), Skill Affinity (Concentration), Spell Focus (Illusion), Low-light Vision.

## Half-Elf

Half-elves have the curiosity and ambition of their human parent, with the refined senses and love of nature of their elven parent, although they are outsiders among both cultures. To humans, half-elves look like elves. To elves, they look like humans. Half-elves are paler, fairer and smoother-skinned than their human parents, but their actual skin tones and other details vary just as human features do. Half-elves tend to have green, elven eyes. They live to about 180.

- **Favored Class:** Any. When determining whether a multiclass half-elf suffers an XP penalty, his highest-level class does not count.
- **Special Abilities:** Immunity to Sleep, Hardiness vs. Enchantments, Partial Skill Affinity (Listen), Partial Skill Affinity (Search), Partial Skill Affinity (Spot), Low-light Vision.

## Half-Orc

Half-orcs are the short-tempered and sullen result of human and orc pairings. They would rather act than ponder and would rather fight than argue. They love simple pleasures, such as feasting, boasting and wild dancing. They are an asset at the right sort of party, but not at the duchess's grand ball. Half-orcs are as tall as humans but their brutish features betray their lineage. They also regard scars as tokens of pride and things of beauty. They rarely reach 75 years in age.

- **Ability Adjustments:** +2 Str, -2 Int, -2 Cha
- **Favored Class:** Barbarian. A multiclass half-orc's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Special Abilities:** Darkvision.

## Halfling

Halflings are clever, capable and resourceful survivors. They are notoriously curious and show a daring that many larger people can't match. They can be lured by wealth but tend to spend rather than hoard. Halflings have ruddy skin, hair that is black and straight, and brown or black eyes. Halfling men often grow long sideburns but rarely beards or mustaches. They prefer practical clothing and would rather wear a comfortable shirt than jewelry. Halflings stand about 3 feet tall, and commonly live to see 150.

- **Halfling Ability Adjustments:** +2 Dex, -2 Str
- **Favored Class:** Rogue. A multiclass halfling's rogue class does not count when determining whether he suffers an XP penalty for multiclassing.
- **Special Abilities:** Small Stature, Skill Affinity (Move Silently), Skill Affinity (Listen), Lucky, Fearless, Good Aim.

## Class

### Barbarian

Barbarians are brave, even reckless, and their warrior skills make them well suited to adventure. Barbarians have a powerful rage that makes them stronger and better able to withstand attacks. They only have the energy for a few such displays per day, but it is usually sufficient. Constant exposure to danger has also given barbarians a sort of "sixth sense," the preternatural ability to sense danger and dodge attacks, and their running stamina is legendary.



- **Alignment:** Any nonlawful
- **Hit Die:** d12
- **Proficiencies:** All simple and martial weapons, light armor, medium armor, and shields
- **Skill Points:** Int Modifier x 4 at 1st level; 4 + Int Modifier each additional level
- **Ex-Barbarians:** Barbarians are unable to progress in levels if their alignment ever becomes lawful

#### Barbarian Special Abilities

**Rage:** Barbarians can catapult themselves into a murderous fury.

- **Gained:** 1st Level
- **Use:** Selected. 1st level, once a day; 4th level, twice a day; 8th level = three times a day; 12th level = four times a day; 16th level = five times a day; 20th level = six times a day
- **Bonuses:** +4 to Strength; +4 to Constitution; +2 morale bonus to Will saving throws
- **Penalties:** -2 to AC
- **Notes:** Lasts for 3 rounds + Adjusted Constitution modifier. At 15th level, the Rage ability becomes Greater Rage, giving the barbarian +6 to Strength and Constitution and a +3 bonus to Will saves (the -2 penalty to Armor Class still applies).

**Barbarian Fast Movement:** Barbarians gain a 10% bonus to their movement speed.

- **Gained:** 1st Level
- **Use:** Automatic

**Uncanny Dodge:** Barbarians are quick on their feet and can react more quickly to danger than others. This ability improves as the barbarian gains levels.

- **Gained:**
  - Level 2:** Retain Dexterity bonus to AC, even if flat-footed
  - Level 5:** +1 to Reflex saves made to avoid traps
  - Level 10:** +2 to Reflex saves made to avoid traps
  - Level 13:** +3 to Reflex saves made to avoid traps
  - Level 16:** +4 to Reflex saves made to avoid traps
  - Level 19:** +5 to Reflex saves made to avoid traps
- **Use:** Automatic

#### Damage Reduction

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The barbarian gains the ability to shrug off some amount of injury from each blow or attack.

- **Gained:** 11th Level
- **Use:** Automatic
- **Bonuses:** 11th level = damage reduced by one point; 14th level = damage reduced by two; 17th level = damage reduced by three; 20th level = damage reduced by four

#### Epic Barbarian



The epic barbarian is a furious warrior who can cut his opponents to ribbons with awe-inspiring ease. He is the very incarnation of rage.

- **Hit Die:** d12
- **Skill Points at Each Additional Level:** 4 + Int Modifier
- **Bonus Feats:** The epic barbarian gains a bonus feat every four levels after 20th
- **Epic Barbarian Bonus Feats:** Armor Skin, Epic Damage

Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Mighty Rage, Epic Weapon Focus, Overwhelming Critical, Superior Initiative, Terrifying Rage, Thundering Rage

#### Prestige Class Tips

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Barbarians make powerful blackguards, dwarven defenders or weapon masters.

#### Bard



Bards often serve as negotiators, messengers, scouts and spies. They love to accompany heroes (and villains) to witness heroic (or villainous) deeds firsthand, since a bard who can tell a story from personal experience earns renown among his fellows. A bard casts arcane spells without any advance preparation, much like a sorcerer. Bards also share some specialized skills with rogues and their knowledge of item lore is nearly unmatched. A high Charisma score allows a bard to cast high-level spells.

- **Alignment:** Any nonlawful.
- **Hit Die:** d6.
- **Proficiencies:** Simple weapons, light armor, medium armor, shields
- **Skill Points:** Int Modifier x 4 at 1st level; 4 + Int Modifier each additional level
- **Spellcasting:** Arcane (Charisma-based, no spell preparation, spell failure from armor is a factor). Bards begin the game knowing all cantrips.
- **Ex-Bards:** Bards cannot gain levels of experience while they are of any lawful alignment.

#### Bard Special Abilities

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**Bardic Knowledge:** The bard is able to identify items more easily than other classes.

- **Gained:** 1st Level
- **Use:** Automatic
- **Bonuses:** Apply bard levels as a bonus to any Lore skill checks



**Bardic Music:** Bards are able to sing songs that can bolster their allies.

- **Gained:** 1st Level
- **Use:** Selected
- **Bonuses:** Deafened creatures are not affected by the bard's singing. The bardsong may be sung once per day per class level. The song affects all allies within 30 feet and lasts for 10 rounds. The higher the bard's Perform skill, the better the bardsong. Bard song bonuses do not stack.

**Perform 3 and bard level 1:** +1 to Attack and Damage rolls

**Perform 6 and bard level 2:** +1 to Will Saves

**Perform 9 and bard level 3:** +1 to Damage rolls, +1 to Fortitude Saves

**Perform 12 and bard level 6:** +1 to Reflex saves, +1 to skills

**Perform 15 and bard level 8:** +1 to Attack rolls, +8 temporary Hit Points

**Perform 18 and bard level 12:** +2 to Dodge Armor Class, +1 to skills

**Perform 21 and bard level 14:** +1 to Damage rolls, +8 temporary Hit Points and +1 Dodge Armor Class

**Perform 24 and bard level 15:** +1 Will Saves, +1 Reflex Saves, +1 Fortitude Saves, +1 Dodge Armor Class, +1 to skills

**Perform 25 and bard level 16:** +1 Will Saves, +4 temporary Hit Points. +1 Dodge Armor Class, +1 to skills

An additional +2 temporary Hit Points and +1 to skills is granted for each additional 5 Perform and 1 bard level. At Perform 45 and bard level 20, bardsong grants +6 temporary Hit Points and +3 to skills.

### Epic Bard



The epic bard's music is beyond inspiring, beyond heartening, beyond perfection. With just a song, the bard can weaken the cruelest creature or inspire allies to the heights of power and bravery.

- **Hit Die:** d6
- **Skill Points at Each Additional Level:** 4 + Int Modifier
- **Bonus Feats:** The epic bard gains a bonus feat every three levels after 20th
- **Epic Bard Bonus Feats:** Curse Song, Epic Skill Focus, Epic Will, Great Charisma, Great Dexterity, Improved Combat Casting, Lasting Inspiration, Epic Spell Focus

### Prestige Class Tips

Bards are best suited to become shadowdancers or Harper scouts. Combat-oriented bards may enjoy becoming a dragon disciple.

### Cleric



Clerics act as intermediaries between the earthly and the divine (or infernal) worlds. A good cleric helps those in need, while an evil cleric seeks to spread his patron's vision of evil across the world. All clerics can heal wounds and bring people back from the brink of death and powerful clerics can even raise the dead. Likewise, all clerics have authority over undead creatures and they can turn away or even destroy these creatures. Clerics can use simple weapons and all forms of armor and shields without penalty, since armor does not interfere with the casting of divine spells. In addition to his normal complement of spells, every cleric chooses to focus on two of his deity's domains. These domains grants the cleric special powers and give him access to spells that he might otherwise never learn. A cleric's Wisdom score should be high, since this determines the maximum spell level that he can cast.

- **Hit Die:** d8
- **Proficiencies:** All simple weapons, all armor, and shields
- **Skill Points:** Int Modifier x 4 at 1st level; 2 + Int Modifier each additional level

- **Spellcasting:** Divine (Wisdom based, armor-related chance of spell failure is ignored)

### Cleric Special Abilities

**Spontaneous Cast:** Able to replace any spell and cast a 'healing' variety of the same spell level instead.

- **Gained:** 1st level
- **Use:** Automatic
- **Bonus:** If an S appears in the upper left-hand corner of the spell icon, a cleric can cast that spell spontaneously. This will 'use up' another spell of the same level as the spell cast.

**Turn Undead:** The cleric can cause undead to flee.

- **Gained:** 1st level
- **Use:** Three times per day, plus the cleric's Charisma modifier
- **Bonuses:** The cleric's level and Charisma are used to determine how many Hit Die of undead are turned. If the cleric has twice as many levels as the undead have Hit Die, the undead are instantly destroyed.

### Epic Cleric



The epic cleric is among the most elite of her deity's servants, spreading the word and acting as emissary for the church. The epic cleric commands great power and respect.

- **Hit Die:** d8
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic cleric gains a bonus feat every three levels after 20th
- **Epic Cleric Bonus Feats:** Armor Skin, Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Epic Spell Focus, Epic Spell Penetration, Greater Wisdom, Improved Combat Casting, Planar Turning

### Prestige Class Tips

Militant clerics should consider becoming a champion of Torm. Evil clerics make powerful blackguards.

### Domains and Turning Outsiders

**Note:** Outsiders have been improved. They get turn resistance equal to their spell resistance rating (only clerics of the Good or Evil domains may turn them without the new Planar Turning feat). If you have the Planar Turning feat they are weakened and only have one-half their spell resistance as turn resistance.

### Druid



Druids gain power not by ruling nature but by being at one with it. Druids hate the unnatural, including aberrations or undead, and destroy them where possible. Druids receive divine spells from nature, not the gods, and can gain an array of powers as they gain experience, including the ability to take the shapes of animals. A druid is often accompanied by an animal companion. The weapons and armor of a druid are restricted by their traditional oaths, not simply training. A druid's Wisdom score should be high, as this determines the maximum spell level that they can cast.

- **Alignment:** Must be neutral good, lawful neutral, true neutral, chaotic neutral or neutral evil
- **Hit Die:** d8
- **Proficiencies:** Club, dagger, dart, sickle, scimitar, spear, sling, and quarterstaff, shields, light and medium armor
- **Skill Points:** Int Modifier x 4 at 1st level; 4 + Int Modifier each additional level
- **Spellcasting:** Divine (Wisdom based, armor-related chance of spell failure is ignored)
- **Ex-Druids:** A druid that is no longer neutral cannot gain levels.

### Druid Special Abilities

**Nature Sense:** The druid gains a +2 bonus to all attacks made while fighting in wilderness areas.

- **Gained:** 1st level
- **Use:** Automatic

**Animal Companion:** Druids may summon a stalwart animal companion.

- **Gained:** 1st level
- **Use:** Once per day, until killed or unsummoned
- **Bonuses:** Animal companions are chosen at character creation and can be changed with each new druid class level

**Woodland Stride:** Druids may walk with ease through magical and non-magical impediments to movement.

- **Gained:** 2nd level
- **Use:** Automatic
- **Bonuses:** Immune to Grease, Web and Entangle spells and effects

**Trackless Step:** Druids move stealthily through wilderness areas.

- **Gained:** 3rd level
- **Use:** Automatic
- **Bonuses:** Grants a +4 competence bonus to Hide and Move Silently checks when in wilderness areas.

**Resist Nature's Lure:** Due to their inherent understanding of nature, druids can avoid the most common dangers that the natural world presents.

- **Gained:** 4th level
- **Use:** Automatic
- **Bonuses:** Grants a +2 insight bonus to saving throws against all Fear spells and effects.

**Wild Shape:** The druid gains the ability to shape shift into various animal forms.

- **Gained:** 5th level
- **Use:** Once per day at 5th level, twice per day at 6th level, three times per day at 7th level, four times per day at 10th level, five times per day at 14th level, and six times per day at 18th level. This ability lasts one hour per level.
- **Bonuses:** The druid may choose among several animal forms (these forms improve as the druid gains levels).

**Venom Immunity:** The druid is able to resist the effects of most poisons.

- **Gained:** 9th level
- **Use:** Automatic
- **Bonuses:** Immune to poison

**Elemental Shape:** The druid gains the ability to shape-shift into various elemental forms.

- **Gained:** 16th level
- **Use:** Once per day at 16th level, twice per day at 17th level, and three times per day at 19th level. This ability lasts one hour per level.
- **Bonuses:** Huge elementals at 16th level and elder elementals at 20th level.

### Epic Druid



Powerful, primal forces dominate nature and the epic druid is capable of harnessing them. The epic druid is a mighty symbol of the natural world and the balance demands that he use his great powers responsibly.

- **Hit Die:** d8
- **Skill Points at Each Additional Level:** 4 + Int Modifier
- **Bonus Feats:** The epic druid gains a bonus feat every four levels after 20th
- **Epic Druid Bonus Feats:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Dragon Form, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Greater Wisdom, Improved Combat Casting

### Prestige Class Tips

The most effective prestige class that expands the druid's abilities is the shifter.

## Fighter

Fighters can be many things, from soldiers to criminal enforcers. Some see adventure as a way to get rich, while others use their skills to protect the innocent. Fighters have the best all-around fighting capabilities of the PC classes and they are trained to use all standard weapons and armor. A fighter's rigorous martial training grants him many bonus feats as he progresses. High-level fighters have access to special melee maneuvers and exotic weapons not available to any other character.

- **Hit Die:** d10
- **Proficiencies:** All simple and martial weapons, all armor, and shields
- **Skill Points:** Int Modifier x 4 at 1st level; 2 + Int Modifier each additional level

### Fighter Special Abilities

**Bonus Feats:** The fighter gains a bonus feat at first level and every two levels thereafter, chosen from a subset of the entire feat list. This bonus feat is in addition to the feats every character gains for advancing in character level.

### Epic Fighter



Having advanced from the ranks of seasoned warriors, the epic fighter is the true master of warfare. More than a mere sword-swinging, the epic fighter knows how to defeat his opponents in any arena. Though his journey to achieve this goal has been long and hard, the epic fighter is just starting out on another path — a fledgling in the realm of gods and other powerful beings.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic fighter gains a bonus feat every two levels after 20th
- **Epic Fighter Bonus Feats:** Armor Skin, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Improved Stunning Fist, Improved

Whirlwind Attack, Overwhelming Critical, Superior Initiative

### Prestige Class Tips

Fighters have many options available to them — blackguard, dwarven defender or weapon master are among the best choices. Elf and half-elf fighters who use bows may want to consider becoming arcane archers.

## Monk



Monks are versatile warriors skilled at fighting without weapons or armor. Good-aligned monks serve as protectors of the people, while evil monks make ideal spies and assassins. Although they don't cast spells, monks channel a subtle energy called ki. This energy allows a monk to perform amazing feats, such as healing himself, catching arrows in flight and dodging blows with lightning speed. A monk's mundane and ki-based abilities grow with experience, granting him more power over himself and his environment. Monks suffer unique penalties if they wear armor, as doing so violates their rigid oath. A monk wearing armor loses his Wisdom and level-based Armor Class bonuses, movement speed, and additional unarmed attacks per round.

- **Alignment:** Any lawful
- **Hit Die:** d8
- **Proficiencies:** Club, dagger, handaxe, light crossbow, heavy crossbow, kama, quarterstaff, shuriken, sling
- **Skill Points:** Int Modifier x 4 at 1st level; 4 + Int Modifier each additional level

### Monk Special Abilities

- **Bonus Feats:** The monk receives several bonus feats from the standard feat list, including Cleave, Improved Unarmed Strike and Stunning Fist at 1st level, Deflect Arrows at 2nd level, and Knockdown and Improved Knockdown at 6th level.
- **Specialty Weapon:** The monk retains his unarmed attack bonus when fighting with a kama.
- **Monk Armor Class Bonus:** Monks add both their Wisdom modifier and their Dexterity modifier to their Armor Class.

**Flurry of Blows:** The monk receives an extra attack per round when fighting unarmed or with a kama.

- **Gained:** 1st level
- **Use:** Selected
- **Penalties:** The monk suffers a -2 penalty to all attack rolls made as part of a Flurry of Blows.

**Evasion:** Monks are able to escape potentially deadly situations.

- **Gained:** 1st level
- **Use:** Automatic
- **Bonuses:** In situations where a successful Reflex saving throw would allow others to take half damage, the monk escapes unscathed.

**Monk Speed:** Monks gain the ability to move quickly.

- **Gained:** 3rd level
- **Use:** Automatic
- **Bonuses:** Monks move faster than other classes and this ability improves with experience.

**Still Mind:** Monks gain a +2 competence bonus on saving throws vs. mind-affecting spells.

- **Gained:** 3rd level
- **Use:** Automatic

**Purity of Body:** Monks are immune to common diseases.

- **Gained:** 5th level
- **Use:** Automatic
- **Bonuses:** Immune to disease

**Wholeness of Body:** The monk is capable of healing his wounds.

- **Gained:** 7th level
- **Use:** Selected. Once per day.
- **Bonuses:** Restores a number of Hit Points equal to twice the number of levels the character has in the monk class.

**Improved Evasion:** The monk gains a superhuman ability to avoid danger.

- **Gained:** 9th level
- **Use:** Automatic
- **Bonuses:** In situations where a successful Reflex saving throw would allow others to take half damage, the character escapes unscathed on a successful save and takes only half damage even if the saving throw fails.

**Ki Strike:** When attacking creatures with the damage reduction ability, the character's unarmed attack is treated as a weapon with an enhancement bonus.

- **Gained:** 10th level
- **Use:** Automatic
- **Bonuses:** Equivalent to a +1 enhancement bonus at 10th level, +2 bonus at 13th level, +3 bonus at 16th level.

**Diamond Body:** Through meditation and control over his body, the disciplined monk becomes immune to all natural and most magical poisons.

- **Gained:** 11th level
- **Use:** Automatic
- **Bonuses:** Immunity to poison

**Diamond Soul:** Ki, the spiritual energy that powers the monk, develops into a force that is capable of repelling all but the most determined magic attacks.

- **Gained:** 12th level
- **Use:** Automatic
- **Bonuses:** Spell resistance equal to the number of levels the character has in the monk class +10

**Quivering Palm:** Harnessing his ki, the monk is able to deliver quick death with an unarmed strike.

- **Gained:** 15th level
- **Use:** Once per day.

- **Bonuses:** If the attack succeeds and does damage, the target must make a Fortitude save (DC 10 + 1/2 the monk's level + the monk's Wisdom modifier). Failure results in the target's immediate death.

**Empty Body:** Mastering his ki can allow the monk to fade from sight.

- **Gained:** 18th level
- **Use:** Selected. Twice per day.
- **Bonuses:** The monk gains a 50% concealment bonus.

**Perfect Self:** So complete is the monk's mastery over his body and spirit that he becomes a supernatural being, able to shrug off ordinary weapons and many spells.

- **Gained:** 20th level
- **Use:** Automatic
- **Bonuses:** Immune to all mind-affecting spells; gains damage reduction 20/+1

### Epic Monk



An epic monk's speed, power, grace and force of will are unmatched by mortal beings. Her powers continue to multiply as she steps away from the mortal shell and accepts an inner tranquility that lesser characters cannot even dream of.

- **Hit Die:** d8
- **Skill Points at Each Additional Level:** 4 + Int Modifier
- **Bonus Feats:** The epic monk gains a bonus feat every five levels after 20th
- **Special:** Every 3 levels, the monk's movement speed will increase by an additional 10%
- **Epic Monk Bonus Feats:** Armor Skin, Damage Reduction, Energy Resistance, Epic Toughness, Improved Ki Strike, Improved Spell Resistance, Improved Stunning Fist, Self-Concealment

### Prestige Class Tips

Shadowdancer is a good choice for a stealthy monk. Pious monks may want to consider the champion of Torm.

### Paladin

Paladins take their adventures seriously, and even a mundane mission is, in the heart of the paladin, a personal test—an opportunity to demonstrate bravery, to learn tactics and to find ways to do good. Divine power protects these warriors of virtue, warding off harm, protecting from disease, healing and guarding against fear. The paladin can also direct this power to help others, healing wounds or curing diseases and also use it to destroy evil. Experienced paladins can smite evil foes and turn away undead. A paladin's Wisdom score should be high, as this determines the maximum spell level that she can cast. Many of the paladin's special abilities also benefit from a high Charisma score.



- **Alignment:** Lawful good only
- **Hit Die:** d10
- **Proficiencies:** All simple and martial weapons, all armor, shields
- **Skill Points:** Int Modifier x 4 at 1st level; 2 + Int Modifier each additional level
- **Spellcasting:** Paladin Spells. Divine (Wisdom based, armor-related chance of spell failure is ignored).
- **Ex-Paladins:** A paladin that is no longer lawful good cannot gain levels until she again becomes lawful good.

### Paladin Special Abilities

**Divine Grace:** Blessed by her deity, the paladin gains bonuses to resist various forms of attack.

- **Gained:** 1st level
- **Use:** Automatic
- **Bonuses:** The paladin adds her positive Charisma bonus (if any) to all saving throws

**Divine Health:** Most diseases are naturally repelled by the holy power of the paladin.

- **Gained:** 1st level
- **Use:** Automatic
- **Bonuses:** Immune to disease

**Lay on Hands:** The holy might of the paladin can be used to heal wounds.

- **Gained:** 1st level
- **Use:** Once per day
- **Bonuses:** If the paladin has a positive Charisma Modifier, then she can cure a number of Hit Points equal to her Charisma Modifier x paladin level.

**Aura of Courage:** The paladin is immune to all fear spells and effects.

- **Gained:** 2nd level
- **Use:** Automatic
- **Bonuses:** Immune to fear

**Smite Evil:** Gathering the might of his patron deity, the paladin can unleash a holy attack that devastates evil enemies.

- **Gained:** 2nd level
- **Use:** Once per day
- **Bonuses:** The paladin applies her Charisma modifier (if positive) to her next melee attack roll, and adds a damage bonus equal to her paladin level. If the target of this attack is not evil, Smite Evil has no effect.

**Turn Undead:** When paladins reach 3rd level, she can channel the might of her patron deity to scatter or destroy undead.

- **Gained:** 3rd level
- **Use:** Three times per day, plus the paladin's Charisma modifier

- **Bonuses:** The paladin's level and Charisma are used to determine how many Hit Die of undead are turned. If the paladin has twice as many levels as the undead have Hit Die, the undead are instantly destroyed.

**Remove Disease:** Her access to the divine allows the paladin to remove disease from herself or her companions.

- **Gained:** 3rd level
- **Use:** Once per day
- **Bonuses:** As the cleric spell Remove Disease

### Epic Paladin



Standing at the forefront of the battle against chaos and evil in the world, the epic paladin shines as a beacon of hope to all who fight the good fight.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic paladin gains a bonus feat every three levels after 20th
- **Epic Paladin Bonus Feats:** Armor Skin, Devastating Critical, Epic Toughness, Epic Weapon Focus, Epic Prowess, Epic Reputation, Great Smiting, Improved Combat Casting, Overwhelming Critical, Perfect Health, Planar Turning

### Prestige Class Tips

The champion of Torm prestige class improves upon the paladin's already considerable melee and defensive abilities.

## Ranger

Rangers are skilled stalkers and hunters who make their home in the woods. A ranger's martial skill is nearly the equal the fighter's, but rangers lack the latter's dedication to the craft of fighting. Instead, the ranger focuses his skills and training on a specific enemy — a type of creature he bears a vengeful grudge against and hunts above all others. Rangers often accept the role of protector, aiding those who live in or travel through the woods. His skills allow him to move quietly and stick to the shadows, especially in natural settings, and he also has special knowledge of certain types of creatures. Finally, an experienced ranger has such a tie to nature that he can actually draw on natural power to cast divine spells, much as a druid does. Like a druid, a ranger is often accompanied by animal companions. A ranger's Wisdom score should be high, as this determines the maximum spell level that he can cast.



- **Hit Die:** d10
- **Proficiencies:** All simple and martial weapons, light armor, medium armor, shields
- **Skill Points:** Int Modifier x 4 at 1st level; 4 + Int Modifier each additional level

**Spellcasting:** Divine (Wisdom based, armor-related chance of spell failure is ignored)

### Ranger Special Abilities

Trackless Step: Rangers move stealthily through wooded areas.

- **Gained:** 1st level
- **Use:** Automatic
- **Bonuses:** The ranger gains a +4 competence bonus to Hide and Move Silently checks when in outdoor areas

**Favored Enemy:** Rangers study their enemies and develop a keen understanding of the weakness of various creatures.

- **Gained:** 1st level and every 5 levels thereafter
- **Use:** Automatic
- **Bonuses:** Rangers gain a +1 bonus to Listen, Spot and Taunt checks against their favored enemy, as well as a +1 bonus to any physical damage dealt to the enemy. These bonuses improve by +1 every 5 levels.

**Dual Wield:** Rangers can fight using two weapons while wearing light armor or less.

- **Gained:** 1st level
- **Use:** Selected
- **Bonuses:** Dual Wield simulates the Ambidexterity and Two-Weapon Fighting feats
- **Note:** Dual Wield does not count as Ambidexterity and Two-Weapon Fighting when used to qualify for Improved Two-Weapon Fighting. In other words, you can't be a ranger for just one level and then qualify for Improved Two-Weapon Fighting once your base attack bonus reaches +9.

**Bonus Feats:** Rangers automatically gain the Improved Two-Weapon Fighting feat at 9th level.

**Animal Companion:** Rangers may summon a stalwart animal companion.

- **Gained:** 6th level
- **Use:** Once per day, until killed or unsummoned
- **Bonuses:** Animal companions may be changed with each new ranger class level

### Epic Ranger



The epic ranger moves through the natural world with deadly grace and a keen mind. The epic ranger is both a protector and a hunter, and his powers reflect this.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 4 + Int Modifier



- **Bonus Feats:** The epic ranger gains a bonus feat every three levels after 20th
- **Epic Ranger Bonus Feats:** Bane of Enemies, Blinding Speed, Epic Toughness, Epic Prowess, Epic Weapon Focus, Favored Enemy, Improved Combat Casting

### Prestige Class Tips

Combined with wizard or sorcerer levels, the ranger makes the perfect arcane archer.

## Rogue

Rogues have little in common with each other. While some—maybe even the majority—are stealthy thieves, many serve as scouts, spies, investigators, diplomats or simple thugs. Rogues are versatile, adaptable and skilled at getting what others don't want them to get. While not equal to a fighter in combat, a rogue knows how to hit where it hurts, and a sneak attack can dish out a lot of damage. Rogues also seem to have a sixth sense when it comes to avoiding danger. Experienced rogues develop nearly magical powers and skills as they master the arts of stealth, evasion and sneak attacks. In addition, while not capable of casting spells, a rogue can sometimes “fake it” well enough to cast spells from scrolls, activate wands and use just about any other magic item.



- **Hit Die:** d6
- **Proficiencies:** Club, dagger, dart, light crossbow, handaxe, heavy crossbow, mace, morningstar, rapier, shortbow, short sword, sling, quarterstaff, light armor
- **Skill Points:** Int Modifier x 4 at 1st level; 8 + Int Modifier each additional level.

## Rogue Special Abilities

**Sneak Attack:** Rogues study the weaknesses of their opponents and are capable of capitalizing on this knowledge with their deadly sneak attacks.

- **Gained:** 1st level
- **Use:** Automatic
- **Bonuses:** Whenever the rogue makes a successful melee or ranged attack against an opponent that is flat-footed OR cannot see the character (i.e., character is in Stealth mode or invisible) OR has its back facing the character AND the target is in combat against another opponent, the rogue's blow deals extra damage (+1d6 at 1st level, and an additional +1d6 every two levels thereafter). This extra damage is not multiplied in the case of a critical hit.
- **Special:** The construct and undead monster types are immune to sneak attacks, as are any creatures that are immune to critical hits.

**Evasion:** Rogues are able to escape potential deadly situations.

- **Gained:** 2nd level
- **Use:** Automatic
- **Bonuses:** In situations where a successful Reflex saving throw would allow others to take only half damage, a rogue escapes unscathed

**Uncanny Dodge:** Rogues are quick on their feet and can react more quickly to danger than others. This ability improves as the rogue gains levels.

- **Gained:**
  - Level 3:** Retain Dexterity bonus to AC, even if flat-footed
  - Level 6:** +1 to Reflex saves made to avoid traps
  - Level 11:** +2 to Reflex saves made to avoid traps
  - Level 14:** +3 to Reflex saves made to avoid traps
  - Level 17:** +4 to Reflex saves made to avoid traps
  - Level 20:** +5 to Reflex saves made to avoid traps
- **Use:** Automatic

**Rogue Special Feats:** On achieving 10th level and every three levels thereafter, the rogue can choose a special feat from the following list:

- **Crippling Strike:** Any successful sneak attack automatically deals two points of Strength ability damage to the target.
- **Opportunist:** The rogue automatically gains a +4 Competence bonus to attack rolls when making an attack of opportunity.
- **Skill Mastery:** The rogue can take 20 whenever using the Disable Trap, Open Lock, or Set Traps skills, even if in combat.
- **Slippery Mind:** If the rogue fails his save against a mind-affecting spell, he makes an automatic reroll.
- **Improved Evasion:** In situations where a successful Reflex saving throw would allow others to take only half damage, the rogue escapes unscathed on a successful roll and takes only half damage even if the saving throw fails.
- **Defensive Roll:** Once per day, if the rogue is struck by a potentially lethal blow (damage that would normally drop him below 1 hit point), he can make a Reflex saving throw (DC = damage dealt). If successful, he takes only half damage from the blow (which may still be enough to kill him). If caught flat-footed, the rogue may not make a Defensive Roll.

### Epic Rogue



The ultimate thief with legendary skills and many a tale of derring-do, the epic rogue is the master of cunning, deceit and stealth.

- **Hit Die:** d6
- **Skill Points at Each Additional Level:** 8 + Int Modifier
- **Bonus Feats:** The epic rogue gains a bonus feat every four levels after 20th
- **Epic Rogue Bonus Feats:** Blinding Speed, Crippling Strike, Defensive Roll, Epic Dodge, Epic Reputation, Epic Skill Focus, Improved Evasion, Improved Sneak Attack, Opportunist, Self-Concealment, Skill Mastery, Slippery Mind, Superior Initiative

### Special

**Sneak Attack:** This continues to improve by 1d6 at each odd-numbered level the epic rogue gains

### Prestige Class Tips

Rogues make effective assassins and shadowdancers.

### Sorcerer



Sorcerers are arcane spellcasters who manipulate magic energy with imagination and talent rather than studious discipline. They have no books, no mentors, no theories—just raw power that they direct at will. Sorcerers know fewer spells than wizards, and acquire them more slowly, but they can cast individual spells more often and have no need to prepare their incantations ahead of time. Also unlike wizards, sorcerers cannot specialize in a school of magic. Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they have more time to learn fighting skills and are proficient with simple weapons. A sorcerer can call a familiar: a small, magical, animal companion that serves

her. Charisma is very important for sorcerers; the higher their value in this ability, the higher the spell level she can cast.

- **Hit Die:** d4
- **Proficiencies:** All simple weapons, no armor or shields
- **Skill Points:** Int Modifier x 4 at 1st level; 2 + Int Modifier each additional level
- **Spellcasting:** Arcane (Charisma-based, no need for preparation, armor-related chance of spell failure is a factor). Sorcerers begin the game knowing all cantrips.

### Sorcerer Special Abilities

**Summon Familiar:** Able to summon a small creature to assist in combat or scouting.

- **Gained:** 1st level

- **Use:** Once per day
- **Bonuses:** If the familiar dies, the sorcerer loses 1d6 Hit Points, but can summon the familiar again the next day.

### Epic Sorcerer



The epic sorcerer is a near mythic being. But still the need for ever-greater power never ceases and the sorcerer pushes on, exploring and mastering the magical.

- **Hit Die:** d4
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic sorcerer gains a bonus feat every three levels after 20th
- **Epic Sorcerer Bonus Feats:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting

### Prestige Class Tips

Sorcerers are ideally suited to becoming dragon disciples and pale masters.

### Wizard

Wizards are arcane spellcasters who depend on intensive study to create their magic. To wizards, magic is not a talent but a difficult, rewarding art. When they are prepared for battle, wizards can use their spells to devastating effect. When caught by surprise, they are vulnerable. The wizard's strength is her spells; everything else is secondary. She learns new spells as she experiments and grows in experience and she can also learn them from other wizards. In addition, over time a wizard learns to manipulate her spells so they go farther, work better or are improved in some other way. A wizard can call a familiar: a small, magical, animal companion that serves her. With a high Intelligence, wizards are capable of casting very high-level spells.



- **Hit Die:** d4
- **Proficiencies:** Club, dagger, light crossbow, heavy crossbow, quarterstaff, no armor or shields
- **Skill Points:** Int Modifier x 4 at 1st level; 2 + Int Modifier each additional level
- **Spellcasting:** Arcane (Intelligence-based, requires preparation, armor-related chance of spell failure is a factor); wizards begin the game knowing all cantrips and four 1st-level spells.

### Wizard Special Abilities

**Summon Familiar:** Able to summon a small creature to assist in combat or scouting.

- **Gained:** 1st level
- **Use:** Once per day
- **Bonuses:** If the familiar dies, the sorcerer loses 1d6 Hit Points, but can summon the familiar again the next day.

**Wizard Bonus Feats:** Every five levels, the wizard may select a bonus feat from the Metamagic and Spell feat lists. This bonus feat is in addition to the feats every character gains for advancing in character level.

### Epic Wizard



Knowledge is power and the quest for knowledge never ends. There is an everlasting supply of arcane lore for the epic wizard to discover.

- **Hit Die:** d4
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic wizard gains a bonus feat every three levels after 20th
- **Epic Wizard Bonus Feats:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Epic Spell Focus, Epic Spell Penetration, Great Intelligence, Improved Combat Casting

### Prestige Class Tips

The pale master is a strong prestige class that builds upon the wizard's magical abilities.

## Prestige Classes

Prestige classes are like regular classes, except that they have requirements that must be met before one can attain the class. These powerful classes grant characters unique new abilities unavailable to the base classes. Some classes may require a certain number of ranks in one or more skills, others may require the ability to cast arcane or divine spells.

Each class has a range of abilities that make it substantially different from the other classes. These abilities are an integral part of your character's class, and mastering them will aid you.

### Arcane Archer

Master of the elven war bands, the arcane archer is a warrior skilled in using magic to supplement his combat prowess.

Fighters, rangers, paladins and barbarians become arcane archers to add a little magic to their combat abilities.

Conversely, wizards and sorcerers may adopt this prestige class to add combat capabilities to their repertoires.

- **Hit Dice:** d8
- **Proficiencies:** All simple and martial weapons, light and medium armor, and shields
- **Skill Points:** 4 + Int. modifier

#### Requirements

To qualify as an arcane archer, a character must fulfill all of the following criteria:

- **Race:** Elf or half-elf
- **Base Attack Bonus:** +6
- **Feats:** Weapon Focus Longbow or Weapon Focus Shortbow, Point Blank Shot
- **Spellcasting:** Ability to cast arcane spells

### Arcane Archer Special Abilities

- **Enchant Arrow:** The arcane archer is able to shoot arrows with increased precision and damage. This ability is automatically applied to all arrows fired and increases with experience: +1 at 1st level; +2 at 3rd level; +3 at 5th level; +4 at 7th level; and +5 at 9th level.
- **Imbue Arrow:** Beginning at 2nd level, the arcane archer is able to shoot a fireball arrow three times a day.
- **Seeker Arrow:** At 4th level the arcane archer can fire one arrow per day that cannot miss. At 6th level he can fire two Seeker Arrows per day.
- **Hail of Arrows:** At 8th level and beyond, the arcane archer is able to fire an arrow at each and every target within range.
- **Arrow of Death:** This ability, gained at the 10th level, allows the arcane archer to, once per day, fire an arrow that can instantly kill an opponent.

### Epic Arcane Archer

The epic arcane archer is the living extension of her bow. Lesser beings can only gape in awe at the wonders she can achieve.

- **Hit Die:** d8
- **Skill Points at Each Additional Level:** 4 + Int Modifier
- **Bonus Feats:** The epic arcane archer gains a bonus feat every four levels
- **Epic Arcane Archer Bonus Feats:** Devastating Critical (shortbow, longbow), Epic Prowess, Epic Reflexes, Epic Toughness, Epic Weapon Focus (shortbow, longbow), Great Dexterity, Improved Combat Casting, Overwhelming Critical (shortbow, longbow)

### Special

**Enchant Arrow:** For every two levels beyond 9th, the potency of the arrows fired by the arcane archer increases by +1

## Assassin

The assassin is a master of dealing quick, lethal blows. Assassins often function as spies, informants, killers for hire, or agents of vengeance. The assassin's skill in a variety of dark arts allows him to carry out missions of death with shocking, terrifying precision. Rogues, monks and bards are ideal candidates for training as assassins.

Unlike the blackguard, the assassin is not evil due to devotion to an evil power, but rather due to a complete lack of morals or ethics. These ruthless and avaricious killers have but one requirement other than a predisposition for evil and a penchant for stealth. They must kill another intelligent being for no other reason than pay.

- **Hit Dice:** d6
- **Proficiencies:** Simple weapons, light armor
- **Skill Points:** 4 + Int. Modifier

### Requirements

To qualify as an assassin, a character must fulfill all of the following criteria:

- **Alignment:** Any evil
- **Skills:** Hide 8 ranks, Move Silently 8 ranks

### Assassin Special Abilities

- **Death Attack:** This special sneak attack has a chance of paralyzing the opponent. Death Attack damage increases with experience: +1d6 at 1st level; +2d6 at 3rd level; +3d6 at 5th level; +4d6 at 7th level; and +5d6 at 9th level.
- **Uncanny Dodge:** The assassin is able to avoid and deflect incoming attacks. At 2nd level, the assassin retains his or her dexterity bonus to armor class, even if flat-footed. At 5th level, the assassin gains a +1 to Reflex saving throws. At 10th level, the assassin gains a +2 to Reflex saving throws.
- **Spells:** At 2nd level, the assassin gains the ability to cast Ghostly Visage once per day. At 5th level, the assassin gains the ability to cast Darkness once per day. At 6th level, the assassin gains the ability to cast Invisibility once per day. At 9th level, the assassin gains the ability to cast Improved Invisibility once per day.

- **Poison Resist:** The assassin's expertise with deadly toxins gives the assassin an unnatural resistance to poisons of all types. This ability improves with experience: +1 Fortitude save vs. poison at 2nd level; +2 at 4th level; +3 at 6th level; +4 at 8th level; and +5 at 10th level.

## Epic Assassin

The epic assassin is capable of sliding from shadow to shadow; lying in wait until his target is vulnerable, then striking like a cobra, leaving only a cold corpse behind.

- **Hit Die:** d6
- **Skill Points at Each Additional Level:** 4 + Int Modifier
- **Bonus Feats:** The epic assassin gains a bonus feat every four levels
- **Epic Assassin Bonus Feats:** Epic Reflexes, Epic Skill Focus (hide), Epic Skill Focus (move silently), Great Dexterity, Improved Combat Casting, Improved Sneak Attack, Self Concealment, Superior Initiative

### Special

**Sneak Attack:** Improves by +1d6 every two levels after 9th.

**Poison Saving Throws:** An additional +1 for every two levels after 10th on the assassin's saving throws against poison

## Blackguard

A blackguard epitomizes evil. He is nothing short of a mortal fiend, a black knight with the foulest sort of reputation. A blackguard is an evil villain of the first order, equivalent in power to the righteous paladin, but devoted to the powers of darkness. No one class makes the best blackguard — all that is required is a willingness to serve the forces of darkness.

- **Hit Die:** d10
- **Proficiencies:** All simple and martial weapons, all types of armor and shields
- **Skill Points:** 2 + Int Modifier

### Requirements

To qualify as a blackguard, a character must fulfill all of the following criteria:

- **Feats:** Hide 5 ranks
- **Skills:** Cleave
- **Alignment:** Any evil
- **Base Attack Bonus:** +6

### Blackguard Special Abilities

- **Smite Good:** Beginning at 2nd level, the blackguard adds Charisma modifier to attack roll vs. good.
- **Dark Blessing:** Beginning at 2nd level, the blackguard adds Charisma modifier to saving throws.
- **Turn Undead:** Beginning at 3rd level, the blackguard can make undead flee.
- **Create Undead:** Beginning at 3rd level, the blackguard can summon an undead ally.
- **Summon Fiend:** Beginning at 5th level, the blackguard can summon a fiendish ally.
- **Sneak Attack:** The blackguard gets a damage bonus that increases with experience: +1d6 at 4th level; +2d6 at 7th level; and +3d6 at 10th level.
- **Spells:** At 2nd level, the blackguard gains the ability to cast Bull's Strength once per day. At 6th level, the blackguard gains the ability to cast Inflict Serious Wounds once per day. At 7th level, the blackguard gains the ability to cast Contagion once per day. At 8th level, the blackguard gains the ability to cast Inflict Critical Wounds once per day.

### Epic Blackguard

The blackguard is a twisted reflection of the epic paladin, radiating evil power from every pore of her body.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic blackguard gains a bonus feat every three levels
- **Epic Blackguard Bonus Feats:** Armor Skin, Devastating Critical, Epic Toughness, Epic Fiend, Epic Prowess, Epic Reputation, Epic Weapon Focus, Great Smiting, Improved

Combat Casting, Improved Sneak Attack, Overwhelming Critical, Perfect Health, Planar Turning

### Special

- **Sneak attack:** increases by +1d6 every three levels after 10th.
- **Summon Fiend:** For every five blackguard levels above 10th, the summoned fiend gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength and Intelligence each increase by +1.

### Champion of Torm



Champions of Torm are mighty warriors who dedicate themselves to Torm's cause, defending holy ground, destroying enemies of the church and slaying mythical beasts.

- **Hit Die:** d10
- **Proficiencies:** All simple and martial weapons, light and medium armor and shields
- **Skill Points:** 2 + Int Modifier

To qualify as a champion of Torm, a character must fulfill all of the following criteria:

- **Base Attack Bonus:** +7
- **Feats:** Weapon Focus in a melee weapon
- **Alignment:** Non-evil

### Champion of Torm Special Abilities

- **Lay on hands (Level 1):** Can heal damage equal to class level multiplied by their Charisma modifier, deals damage to undead creatures. This ability stacks with the paladin's lay on hands ability.
- **Bonus Feat:** Every 2 levels (2, 4, 6 et cetera) get a bonus feat like fighters (except weapon specialization)
- **Sacred Defense (Level 2):** +1 to all saving throws, this increases by an additional +1 every 2 levels
- **Smite Evil (Level 3):** Once per day can add Charisma bonus to attack roll and do +1 point of damage per level of Champion of Torm

- **Divine Wrath (Level 5):** Once per day, can add +3 to attack, damage and saving throws and gain damage reduction +1/5 for a number of rounds equal to charisma bonus

### Epic Champion of Torm

Torm guides the epic champion of Torm on her life journey. She has ascended through the ranks of holy warriors to become a symbol of Torm's might.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic champion of Torm gains a bonus feat every three levels
- **Epic Champion of Torm Bonus Feats:** Automatic Quicken, Automatic Silence Spell, Automatic Still Spell, Armor Skin, Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Epic Spell Penetration, Epic Weapon Focus, Great Wisdom, Improved Combat Casting, Improved Stunning Fist, Improved Whirlwind Attack, Overwhelming Critical, Planar Turning, Spell Focus, Superior Initiative

### Special

- **Sacred Defense:** Saving throws continue to improve by +1 for every 2 levels
- **Divine Wrath:** Every five levels the attack, damage and saving throw bonuses increases by a further +2

### Dwarven Defender



The defender is a sponsored champion of a dwarven cause, a dwarven aristocrat, a dwarven deity or the dwarven way of life. As the name might imply, this character is a skilled combatant trained in the arts of defense. A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone and much more dangerous.

- **Hit Die:** d12
- **Proficiencies:** Simple and martial weapons, light, medium and heavy armor, shields
- **Skill Points:** 2 + Int Modifier

To qualify as a dwarven defender, a character must fulfill all of the following criteria:

- **Race:** Dwarf
- **Base Attack Bonus:** +7
- **Feats:** Dodge, Toughness
- **Alignment:** Any lawful

### Dwarven Defender Special Abilities

- **Defensive Stance (Level 1):** Gain +4 strength and constitution, +2 on all saving throws and +4 dodge bonus on AC. This can be used once per day and gains an additional use every 2 levels
- **Defensive Awareness (Level 1):** Retain your dexterity bonus to AC even when flat-footed. At level 6 you can no longer be flanked and at level 10 you gain a +1 saving throw bonus vs. traps
- **Damage Reduction (Level 6):** 3 points of damage are ignored whenever you are hit in combat. At level 10 you are able to shrug off 6 points of damage

### Tip: Becoming a Dwarven Defender

A dwarven fighter can become a very powerful dwarven defender. To gain the dodge prerequisite that the dwarven defender requires, your character will need a dexterity of 13 or higher.

### Epic Dwarven Defender

The epic dwarven defender has become the very definition of immovable object. He is a stalwart warrior that can stand against virtually any foe imaginable.

- **Hit Die:** d12
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic dwarven defender gains a bonus feat every four levels
- **Epic Dwarven Defender Bonus Feats:** Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Toughness, Epic Prowess, Epic Weapon Focus, Overwhelming Critical, Perfect Health

## Special

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- **Defensive Stance:** an additional use per day is gained for every two levels past 9th
- **Damage Reduction:** The damage reduction increases by 3 points for every four levels above 10th

## Harper Scout

Harpers are members of a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harpers learn arcane spells and many skills to help them in their duties of espionage, stealth and reporting information.

Many Harpers are bards, but by no means all. Ranger, rogue, sorcerer and wizard are common vocations for Harpers, as these classes tend to have versatility and mobility. All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.

Not all Harpers are members of the Harper scout prestige class, and rank within the organization does not depend upon a character's level in this or any other class. However, most of the higher-ranked Harpers have at least one level in the Harper scout prestige class.

The highest-ranked Harpers are called the High Harpers, and they are responsible for most of the long-term planning for the organization. The High Harpers are voted into their position by a secret ballot among the other High Harpers, with the criteria being experience, exceptional service, and discretion in implementing the Harpers' plans.

- **Hit Die:** d6
- **Proficiencies:** Simple weapons, light armor
- **Skill Points:** 4 + Int modifier

## Requirements

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To qualify to become a Harper scout, a character must fulfill all of the following criteria:

- **Feats:** Alertness, Iron Will

- **Skills:** Search 4 ranks, Persuade 8 ranks, Lore 6 ranks, Discipline 4 ranks
- **Alignment:** Any non-evil

## Harper Scout Special Abilities

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- **Harper Knowledge:** Like a bard, a Harper scout has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper scout has bard levels, the character's Harper scout levels and bard levels stack for bardic knowledge.
- **Favored Enemy:** A Harper scout selects a favored enemy just as a ranger does. Upon reaching 4th level as a Harper scout, the bonus against the Harper scout's first favored enemy increases to +2, and she gains a new favored enemy at +1.
- **Deneir's Eye:** At 2nd level, the Harper scout gains a +2 holy bonus to saving throws against traps. This is a supernatural ability.
- **Tymora's Smile:** At 3rd level, once per day, the Harper scout or a target receives a +2 saving throw bonus on all saving throws for 5 turns. This is a supernatural ability.
- **Lliira's Heart:** At 4th level, the Harper scout gains a +2 holy bonus to saving throws against mind-affecting spells. This is a supernatural ability.
- **Spells:** These spells are cast as arcane spells, so they are subject to arcane spell failure if the Harper scout is wearing armor: At 2nd level, the Harper scout gains the ability to cast the spell Sleep once per day. At 3rd level, the Harper scout gains the ability to cast the spell Cat's Grace once per day. At 4th level, the Harper scout gains the ability to cast Eagle's Splendor once per day. At 5th level, the Harper scout gains the ability to cast the spell Invisibility once per day.
- **Craft Harper Item:** At 5th level, the Harper scout gains the ability to create two types of potions. The Harper scout can create one potion per day, either a Cat's Grace potion or Eagle's Splendor. To create either potion, the Harper scout must spend 60 gold and 5 experience points. These potions allow a Harper scout to better support her agents and allies.



## Epic Harper Scout

Harper Scouts are only able to attain five levels and may never become “epic” in the Harper scout class. They can, of course, gain epic levels in their other classes.

## Pale Master



Necromancy is usually a poor choice for arcane spellcasters. Those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead, without losing too much of their arcane power. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

- **Hit Die:** d6
- **Proficiencies:** No additional proficiencies are gained
- **Skill Points:** 2 + Int Modifier

To qualify as a pale master, a character must fulfill all of the following criteria:

- **Arcane Spellcasting:** Level 3 or higher
- **Alignment:** Any non-good.

### Pale Master Special Abilities

- **Bone Skin (Level 1):** +2 to natural armor class. Every four levels this increases by an additional +2.
- **Animate Dead (Level 2):** Once per day can summon an undead servant
- **Darkvision (Level 3):** Able to see in the dark
- **Summon Undead (Level 4):** Can summon more powerful undead
- **Deathless Vigor (Level 5):** Gains three additional hit points per level
- **Undead Graft (Level 6):** Replaces arm with an undead version that twice per day can paralyze opponents. At level 8 an additional use per day is gained.
- **Tough as Bone (Level 7):** Immune to hold, paralyze, stun

- **Summon Greater Undead (Level 9):** Can summon a very powerful undead creature, once per day
- **Deathless Mastery (Level 10):** Immune to critical hits
- **Deathless Master Touch (Level 10):** The undead arm graft can kill with just a touch. This ability may be used 3x/day.

Every 2 levels, the pale master gains additional spells per day, as if they had leveled in their previous spell caster class. This gain only applies to spells per day and not caster level.

### Tip: Becoming a Pale Master

Sorcerers and wizards make powerful pale masters. Additional spellcasting ability is sacrificed for a stronger melee presence.

## Epic Pale Master

The pale master’s bond with the undead continues to grow, as she becomes the epic pale master.

- **Hit Die:** d6
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic pale master gains a bonus feat every three levels
- **Epic Pale Master Bonus Feats:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting

### Special

- **Boneskin:** Improves by +2 for every four levels past level 8
- Undead Graft: Can use this supernatural attack an additional time per day for every 3 levels gained
- **Deathless Vigor:** Every five levels an additional +5 permanent hit points are gained

## Red Dragon Disciple



It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. Red Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their red dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. They often feel drawn to areas known to harbor dragons.

- **Hit Die:** d6. Special (see below)
- **Proficiencies:** No additional proficiencies are gained
- **Skill Points:** 2 + Int Modifier

To qualify as a dragon disciple, a character must fulfill all of the following criteria:

- **Class:** Sorcerer or Bard
- **Skills:** 8 Ranks in Lore

### Red Dragon Disciple Special Abilities

**Draconic Armor (Level 1):** +1 to natural armor class. At levels 5, 8 and 10 this increases by an additional +1

- **Draconic Ability Scores (Level 2):** Gains +2 to strength. Another +2 to Strength is gained at level 4, Constitution increases by +2 at level 7 and Intelligence increases by +2 at level 9. At level 10 Strength is increased by a further +4 and Charisma by +2.
- **Breath Weapon I (Level 3):** Can use the breath weapon of a red dragon, doing 2d10 points of damage. At level 7 the damage increases to 4d10 and finally 6d10 at level 10.
- **Hit Dice d8 (Level 4):** Now gains d8 hit points per level
- **Hit Dice d10 (Level 6):** Hit-points gained are d10 per level
- **Wings (Level 9):** The dragon disciple gains wings
- **Half-Dragon (Level 10):** Becomes a half-dragon. Gains darkvision and immunity to sleep, paralysis and fire

### Tip: Becoming a Red Dragon Disciple

Only sorcerers or bards can become a dragon disciple — either class is equally suited.

### Epic Dragon Disciple

Embracing his draconic heritage is but one stop on the disciple's life journey. His quest to understand, command and harness his draconic energies has taken him into the realm of the epic.

- **Hit Die:** d12
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic dragon disciple gains a bonus feat every four levels
- **Epic Dragon Disciple Bonus Feats:** Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Epic Reputation, Epic Spell Focus, Epic Prowess, Epic Spell Penetration, Epic Toughness, Improved Combat Casting

### Special

- Your breath weapon damage potential increases by 1d10 for every 3 levels after 10th.
- The save DC against your breath weapon increases by +1 every 4 levels after 10th.

### Shifter



A shifter has no form they call their own. Instead, they clothe themselves in whatever shape is most expedient at the time. While others base their identities largely on their external forms, the shifter actually comes closer to their true self through all of their transformations. Of necessity, their sense of self is based not on their outward form, but on their soul, which is truly the only constant about them. It is the inner strength of that soul that enables them to take on any shape and remain themselves within.

- **Hit Die:** d8
- **Proficiencies:** No additional proficiencies are gained
- **Skill Points:** 4 + Int Modifier

To qualify as a shifter, a character must fulfill all of the following criteria:

- **Feats:** Alertness
- **Spellcasting:** level 3 or higher
- **Alternate Form:** Must have a natural, alternate form (like Druid wildshape)

#### Shifter Special Abilities

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- **Greater Wildshape I (Level 1):** Change into either a red, green, black, white or blue wyrm
- **Greater Wildshape II (Level 3):** Change into a minotaur, a harpy or a gargyle
- **Greater Wildshape III (Level 5):** Change into a manticores, a basilisk or a drider
- **Humanoid Shape (Level 7):** Change into a variety of humanoid forms
- **Greater Wildshape IV (Level 10):** Change into either a medusa, huge dire tiger or a mind flayer

Several of these forms grant the shifter the ability to use the form's innate powers. For example, a shifter changing into a white wyrm can breathe a cone of cold as often as they want. These powers are located on the Radial Menu option "Spell." Some of these powers can be used an infinite number of times per day, others are restricted.

#### Tip: Becoming a Shifter

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Only druids can become shifters in *Neverwinter Nights*.

### Epic Shifter

The epic shifter is a true master of shapeshifting and is able to become virtually any creature imaginable by choosing epic bonus feats.

- **Hit Die:** d8
- **Skill Points at Each Additional Level:** 4 + Int Modifier
- **Bonus Feats:** The epic shifter gains a bonus feat every three levels

- **Epic Shifter Bonus Feats:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Construct Form, Dragon Form, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting, Great Wisdom, Outsider Shape, Undead Shape

### Shadowdancer

Operating in the border between light and darkness, shadowdancers are nimble artists of deception. They are mysterious and unknown, never completely trusted but always inducing wonder when met.

Rogues, bards and monks make excellent shadowdancers, but fighters, barbarians, rangers and paladins also find that shadowdancer abilities allow them to strike at their opponents with surprise and skill. Wizard, sorcerer, cleric and druid shadowdancers employ the defensive capabilities inherent in the prestige class to allow them to cast their spells from safety and move away quickly. Despite their link with shadows and trickery, shadowdancers are as often good as evil. They may use their incredible abilities as they wish.

Shadowdancers often work in troupes, never staying in one place too long. Some use their abilities to entertain. Others operate as thieves, using their abilities to infiltrate past defenses and dupe others. All shadowdancer troupes maintain an aura of mystery among the populace, who never know whether to think well or ill of them.

- **Hit Dice:** d8
- **Proficiencies:** Simple weapons, light armor
- **Skill Points:** 6 + Int modifier

#### Requirements

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To qualify as a shadowdancer, a character must fulfill all of the following criteria:

- **Skills:** Move Silently 8 ranks, Hide 10 ranks, Tumble 5 ranks
- **Feats:** Dodge, Mobility

### Shadowdancer Special Abilities

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- **Hide in Plain Sight:** The shadowdancer is able to use the Hide skill even while being observed.
- **Shadow Daze:** Once per day, the shadowdancer may inflict an illusory daze upon a target. This daze lasts for five rounds.
- **Summon Shadow:** Once per day, the shadowdancer can summon a shadow. This shadow is extremely difficult to turn and becomes more powerful as the shadowdancer gains levels.
- **Shadow Evade:** Three times per day, the shadowdancer can call upon the shadows in the area to help conceal her. The shadowdancer gains a concealment bonus, damage reduction and an AC bonus that improves with experience.

### Epic Shadowdancer

The epic shadowdancer is almost indistinguishable from the darkness that cloaks her.

- **Hit Die:** d8
- **Skill Points at Each Additional Level:** 6 + Int Modifier
- **Bonus Feats:** The epic shadowdancer gains a bonus feat every three levels
- **Epic Shadowdancer Bonus Feats:** Epic Blinding Speed, Epic Skill Focus, Epic Dodge, Epic Reflexes, Epic Shadow Lord, Improved Whirlwind Attack, Self-Concealment, Superior Initiative

### Special

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- **Summon Shadow:** the summoned creature will gain an additional +2 Hit Dice for every three levels after 9th that the shadowdancer earns.
- **Shadow Evade:** Gains an additional +2 to its damage reduction amount and an additional +1 to its ability to resist magical weapons for every five levels (i.e., a 15th level shadowdancer has 12/+4 damage reduction)

### Weapon Master



For a weapon master, perfection is found in the mastery of a single melee weapon. A weapon master seeks to unite this weapon of choice with the body, to make them one and to use the weapon as naturally and without thought as any other limb.

- **Hit Die:** d10
- **Proficiencies:** No additional proficiencies gained
- **Skill Points:** 2 + Int Modifier

To qualify as a weapon master, a character must fulfill all of the following criteria:

- **Base Attack Bonus:** +5
- **Feats:** Weapon Focus in a melee weapon, Dodge, Mobility, Expertise, Spring Attack and Whirlwind
- **Skills:** Intimidate 4 ranks

### Weapon Master Special Abilities

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- **Weapon of Choice (Level 1):** The weapon master forms a powerful bond with one type of weapon. Whenever wielding this weapon type, he will get many additional benefits, which improve as he gains experiences
- **Ki Damage (Level 1):** Once per day maximum damage can be dealt
- **Increased Multiplier (Level 5):** The weapon of choice gains an additional 1x to its critical damage multiplier. (i.e., 2x becomes 3x, etc.)
- **Superior Weapon Focus (Level 5):** An additional +1 is granted to all attack rolls made while wielding the weapon of choice
- **Ki Critical (Level 7):** Add +2 to weapon of choice threat range

### Tip: Becoming a Weapon Master

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A fighter makes a very strong candidate for becoming a weapon master. The weapon master requires access to several feats, so make certain that your character has at least a dexterity of 13 and an intelligence of 13.

## Epic Weapon Master

The weapon master's bond with his weapon of choice becomes stronger and devastatingly effective as he becomes the epic weapon master.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic weapon master gains a bonus feat every three levels
- **Epic Weapon Master Bonus Feats:** Armor Skin, Blinding Speed, Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Epic Weapon Focus, Improved Whirlwind Attack, Overwhelming Critical, Superior Initiative

### Special

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- **Superior Weapon Focus:** For every five levels gained an additional +1 to attack is granted to the Weapon of Choice

## Skills

**S**kills represent the individual areas of practical knowledge possessed by a character. These are in addition to the base abilities of the character's class and race, and serve to further customize and differentiate one character from others of the same class or race.

**Skill Checks:** A skill check is made when your character applies a skill to a task. This roll is made with a d20 (20-sided die), plus any skill ranks and ability modifiers. The skill check is successful if it equals or exceeds the Difficulty Class, or DC, of the task. Difficulty Class can either be the static property of an object, such as a trap, or it may be determined by the skill check result of another character. This last type of skill check is also called an opposed test, since you are opposing another character's skill check with your own.

Several miscellaneous modifiers can also apply to a skill check, including racial abilities, feats, armor check penalties, and spell effects. In every case these modifiers are grouped together and added to a d20 roll, as shown below:

Skill Check = d20 + skill ranks + ability modifier + miscellaneous modifiers

**Note:** Because of DC and skill rank modifiers, a natural "1" is not always a failure, and a natural "20" is not always a success. For example, a moderately skilled rogue might have 6 ranks in Pick Pocket and a Dexterity bonus of +3, for a total Pick Pocket modifier of +9. Given that a plain container only has a DC of 10, if there were no extenuating circumstances it would be impossible for the character to fail such a simple task, as the lowest he could roll would be 1+9=10 (success). However, picking the pocket of a hostile creature has a DC of 30, and the highest he could roll with no additional modifiers would be 20+9=29 (failure).

**Ranks:** Skill ranks are purchased with skill points, which are awarded both at character creation and with each new class level. Every skill has a rank, from 0 (no training) to 23 (maximum ranks for a 20th-level character). Ranks are added into every check made with the skill, so the more ranks a character has, the better his skill checks will be.

**Class Skills:** Class skills represent skills that fall within the expertise and training of a given class. Each skill point spent on a class skill adds 1 rank in the skill. The maximum rank in any class skill is character level + 3.

**Cross-Class Skills:** Cross-class skills represent skills that a given class has little experience with or that fall outside their expertise. Each skill point spent on a cross-class skill adds a half rank in the skill. The maximum rank in any cross-class skill is equal to (character level + 3)/2, or half that of a class skill. Half ranks do not improve a skill check, but two half ranks add up to one full rank.

**Exclusive Skills:** Some skills are exclusive to a given class, and represent skills that can only be learned by members of the given class. For the purposes of skill points and maximum ranks, exclusive skills are treated as class skills.

### Types of Skill Checks

**Untrained Checks:** Some skills allow a character to attempt skill checks with 0 ranks in the skill. If a skill allows untrained checks, this will be indicated in the skill description.

**Opposed Checks:** Opposed checks are made against the skill check result of another character. For example, to sneak up behind a guard, a character needs to beat the guard's Listen check result with his Move Silently check result. As he approaches, the game makes a Move Silently check for the sneaking character, and a Listen check for the guard. Whichever character's skill check is higher wins the contest. In the case of a tie, both checks are re-rolled until a winner is determined.

**Difficulty Class:** Many checks are made against a task's Difficulty Class, or DC. The DC is a target for character skill

checks. These are set by BioWare, or in some cases by a module designer. For example, a certain type of trap kit may have a DC of 15. To set the trap, the character must get a result of 15 or better on a Set Traps skill check. Note that certain circumstances may modify a character's skill modifier (armor penalties and the like), while others may modify the DC of the task (the trap may be faulty).

**Taking 20:** Outside of combat, all skill checks are made as if the character had "Taken 20," or rolled a natural 20 on his skill check. This means that no roll is made; the skill modifier is simply added to 20 to determine the check result. In combat, rolls are made as normal.

### **Skills List**

There are a wide array of skills in *Neverwinter Nights*, far too many for any one character to master. With that in mind, you should focus your character on skills that best accent his capabilities and role. A chart on page 208 summarizes all skill information.

**Note:** We have included information about resolving skill checks, but you do not need to resolve these checks "by hand." All these calculations are handled behind the scenes as part of normal gameplay. The only *De3D* mechanic most *Neverwinter Nights* players need to know is: Higher is better.

**Updated:** The skill Use Magic Device has been modified slightly to fit closer to the DUNGEONS & DRAGONS® rules. If the difficulty mode of the game is set to Hardcore or higher, to cast a spell from a scroll, you must make a DC check of 25 + the level of the spell.

### Detect Mode

The Listen, Spot, and Search skills are part of the Detect modal action and, when active, it reduces the normal movement rates and makes the character perform active Search, Spot and Listen checks (see page 128 for more details on movement penalties).

### Stealth Mode

The Hide and Move Silently skills are part of the Stealth modal action. Select the "Stealth" option from the "Special Abilities" heading in the Radial Menu. Characters automatically enter

Stealth mode when they become invisible. Characters in Stealth mode move more slowly than others (see page 128 for more details on movement penalties).



### Animal Empathy

A successful check allows a character to charm or dominate certain creatures.

- **Ability:** Charisma
- **Classes:** Druid and Ranger
- **Untrained:** No
- **Check:** Animals and dire animals have a DC of 20 + the creature's hit die. For beasts and magical Beasts, the DC is 24 + the creature's hit die. If the check succeeds, the creature is charmed, or, if the check exceeds the DC by six or greater, the creature is dominated. Dominated creatures can be commanded as henchmen.
- **Special:** If the character fails his or her check by five or more, the creature will become hostile.
- **Use:** Select this skill and then select the target creature. The creature will remain charmed or dominated for one round per level of the character using the skill.



### Appraise

The higher the character's skill, the more money that character can expect to receive when selling goods, and the less that character will have to pay when buying goods.

- **Ability:** Intelligence
- **Classes:** All
- **Untrained:** No
- **Check:** None
- **Use:** Automatic in stores



### Bluff

The character can make the outrageous or the untrue seem plausible. The skill encompasses acting, conning, fast talking, misdirection and misleading body language.

- **Ability:** Charisma
- **Classes:** All
- **Untrained:** Yes
- **Check:** The more difficult the con, the more difficult the check
- **Use:** Selected in dialog



### Concentration

Concentration checks are made whenever a character is distracted during the act of casting a spell. It is also used to avoid the effects of the Taunt skill.

- **Ability:** Constitution
- **Classes:** All
- **Untrained:** Yes
- **Check:** The DC is equal to 10 plus the damage received plus the level of the spell that you're trying to cast. The caster receives a -4 penalty to the check if casting within three meters of an enemy.
- **Use:** Automatic



### Craft Armor

The character knows how to create all types of armor from different materials. See "Item Crafting and Enhancing" on Page 183.

- **Ability:** Intelligence
- **Classes:** All
- **Untrained:** Yes
- **Check:** Based on the difficulty to craft this particular item (see in-game crafting menu)
- **Use:** Use crafting component



### Craft Trap

The character using this skill can combine raw components to form various trap kits. Some traps require the use of new grenade-like weapons (see page 180).

- **Ability:** Intelligence
- **Classes:** All

- **Untrained:** Yes
- **Check:** The DC is determined by the type of trap being created
- **Use:** Selected

Here are some of the traps you can create, and the components required to make them:

- **Fire:** Alchemist's Fire Flask
- **Tangle Trap:** Tanglefoot Bag
- **Spike Trap:** Caltrops
- **Holy Trap:** Holy Water
- **Electrical Trap:** Quartz
- **Gas Trap:** Choking Powder
- **Frost Trap:** Coldstone
- **Negative Trap:** Skeleton Knuckles
- **Sonic Trap:** Thunderstone
- **Acid Splash Trap:** Acid Flask



### Craft Weapon

The character knows how to create all types of weapons from different materials. See the "Item Crafting and Enhancing" section on page 182 for more detail.

- **Ability:** Intelligence
- **Classes:** All
- **Untrained:** Yes
- **Check:** Based on the difficulty to craft this particular item (see in-game crafting menu)
- **Use:** Use crafting component



### Disable Trap

This skill allows the character to perform a variety of actions on a trap.

- **Ability:** Intelligence
- **Classes:** All
- **Untrained:** No

- **Check:** There are four progressively difficult actions that a character may perform on a trap; the base DC is determined by the difficulty rating of the trap and the difficulty of the action. Disable Trap can be used to: examine the trap to determine the difficulty in disarming it (base DC -7), flag the trap so that other party members know to avoid the trap (base DC -5), recover the trap (base DC +10) or disarm it (base DC).
- **Special:** Only rogues may disarm traps with a DC of 35 or greater. With 5 or more ranks in Set Traps a character gains a +2 synergy bonus on Disable Trap checks. Disable Trap and Set Trap can be considered subsets of the *De&D* Disable Device skill.
- **Use:** "Assess," "Flag," "Disarm" and "Recover" are Radial Menu options off of a detected trap



### Discipline

A successful check allows the character to resist the effects of any combat feat (Disarm, Called Shot or Knockdown).

- **Ability:** Strength
- **Classes:** All
- **Untrained:** Yes
- **Check:** The DC is equal to the attacker's attack roll.
- **Use:** Automatic

**Note:** Discipline is a *Neverwinter Nights* skill. It is not a part of the *Dungeons & Dragons*® game experience, but is a necessary part of the Aurora Engine technology.



### Heal

With this skill a character can heal hit points and cure poisons and diseases with a Healing Kit.

- **Ability:** Wisdom
- **Classes:** All
- **Untrained:** Yes
- **Check:** Must beat the poison or disease DC. If successful, the target is cured, and is healed with a number of hit points



equal to the skill roll plus all modifiers. If the target suffers from no poisons or diseases, it is still healed of damage.

- **Use:** Use Healing Kit on wounded creature



### Hide

Allows a character to hide from enemies.

- **Ability:** Dexterity
- **Classes:** All
- **Untrained:** Yes
- **Check:** When hidden, a roll is made against an opposing creature's Spot check, applying any penalties your character might receive from wearing armor. Success means that the opposing creature remains unaware as he passes or your character approaches. Characters may not attempt a Hide check if they are within the line of sight of any intelligent non-party member.
- **Special:** Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor or using a torch inhibits this ability, but low light can provide a bonus. A character is harder to spot if standing still, and/or if small.
- **Use:** Stealth Mode



### Intimidate

The character can use this skill to get a bully to back down or make a prisoner give him the information he wants.

- **Ability:** Charisma
- **Classes:** All
- **Untrained:** Yes
- **Check:** The more difficult the intimidation, the more difficult the check
- **Use:** Selected in dialog



### Listen

Alerts a character to nearby hidden creatures.

- **Ability:** Wisdom
- **Classes:** All
- **Untrained:** Yes
- **Check:** Listen detects hidden creatures by opposing their Move Silently check. A successful check renders the hidden creature visible and able to be targeted by the listener.
- **Special:** Standing still provides a +5 bonus to a Listen check. A character with the Alertness feat gains a +2 synergy bonus on Listen checks. Rangers gain a bonus when listening against a favored enemy. Elves, gnomes and halflings gain a +2 racial bonus to Listen checks. Half-elves receive a +1 racial bonus.
- **Use:** Detect Mode



### Lore

Allows a character to identify unknown magic items.

- **Ability:** Intelligence
- **Classes:** All
- **Untrained:** Yes
- **Check:** A roll against an unidentified item's value to determine magical properties that the item may possess.
- **Special:** Bard's are able to identify items easier than other classes. Various spells and items can also give a character a bonus to their lore skill. Lore is a subset of the *De&D* Knowledge skill.
- **Use:** Automatic every time the player inspects an item



### Move Silently

The character may sneak quietly past an enemy.

- **Ability:** Dexterity
- **Classes:** All

- **Untrained:** Yes
- **Check:** The DC is the opposing creature's Listen check. If you are successful the opposing creature remains unaware as your character moves.
- **Special:** Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor inhibits this ability, but low light can provide a bonus.
- **Use:** Stealth Mode



### Open Lock

Allows the character to open locked doors and locked containers.

- **Ability:** Dexterity
- **Classes:** All
- **Untrained:** No
- **Check:** The DC is determined by the lock's difficulty rating. A successful check will open the lock.
- **Special:** Thieves' Tools, if used, provide various bonuses to a character's Open Lock attempt, but are destroyed in the attempt whether successful or not.
- **Use:** Select the skill and then target a locked object



### Parry

Parry blocks incoming attacks and occasionally allows for impressive counterattacks. The skill allows the character the opportunity to opt for total defense during melee combat.

- **Ability:** Dexterity
- **Classes:** All
- **Untrained:** Yes
- **Check:** The DC is the modified attack roll of the incoming blow. A successful parry means that the attack does not damage the parrying character. A character may only parry a number of attacks equal to the number of attacks available to the character.

- **Special:** If the parry is successful and the difference between the roll and the DC is ten points or greater, a counterattack occurs, which is a bonus attack made by the character parrying against the parried opponent.
- **Use:** Select the Parry mode. The character will remain in parry mode until the mode is exited.

**Note:** Parry is a *Neverwinter Nights* skill. It is not a part of the *Dungeons & Dragons*® game experience, but is a necessary part of the Aurora Engine technology.



### Perform

A Bard using Perform can perform the bardsong, which improves their ally's ability to fight in combat and withstand mind-affecting enemies. Perform is essential for any Bard who wants to use bardsong.

**Ability:** Charisma

**Classes:** Bard

**Untrained:** Yes

**Check:** None. The higher the rank in this skill, the better the bardsong

**Use:** Select the skill and it will affect a 30-foot radius of allies around the singer



### Persuade

The character has the option to persuade others to reveal additional information about plots or to give bonus treasure.

**Ability:** Charisma

**Classes:** All

**Untrained:** Yes

**Check:** The DC is determined by the NPC being spoken to.

**Special:** The diplomacy skill was broken into two skills, Persuade and Taunt, for *Neverwinter Nights*.

**Use:** Used in conversation



### Pick Pocket

The character can steal items from another's backpack.

- **Ability:** Dexterity
- **Classes:** All
- **Untrained:** No
- **Check:** There are two steps to picking pockets. First the item must be acquired and then the targeted creature must not notice the theft. To steal the item, the base DC from a neutral or tolerant creature is 20, and a hostile creature is 30. This roll is affected by armor check penalties. The targeted creature makes an opposed Spot check vs. the Pick Pocket check of your character. Hostile creatures get a +10 bonus to their Spot checks against Pick Pocket. If the opposed roll succeeds, they have detected your character's attempt to steal. An NPC who detects the attempt will become hostile, whereas a PC will be informed that you have attempted to pickpocket them. If, however, both checks succeed for your character, then he or she successfully managed to steal the item without being detected.
- **Use:** Select skill, then select valid target.



### Search

Gives character the ability to spot traps.

- **Ability:** Intelligence
- **Classes:** All
- **Untrained:** Yes
- **Check:** Detecting a trap requires a roll against a DC comprised of the setter's Set Trap skill, plus the strength of the trap. Only rogues may detect traps with a DC greater than 35.
- **Special:** The search range is 5 ft. if passively searching, 10 ft. if actively searching. Elves and dwarves receive a +2 racial bonus to their Search checks. Half-elves receive a +1 racial bonus.



### Set Trap

The character may place Trap Kits.

- **Ability:** Dexterity
- **Classes:** All
- **Untrained:** No
- **Check:** A roll is made for success when a Trap Kit is used from Inventory. The DC of the task is determined by the power of the trap.
- **Special:** Five or more ranks in Disable Traps grants a +2 synergy bonus on Set Trap checks. Any party members will be able to see traps that your character has set. Disable Trap and Set Trap can be considered subsets of the *De3D* Disable Device skill.
- **Spectacular Failure:** If you fail by 10 or more, it triggers the trap in the attempt to set it. This can only occur if you are in combat when trying to set the trap.
- **Use:** Use a trap kit from your inventory. An icon visible to you and your party will appear on the ground to represent the trap.



### Spellcraft

The character can identify spells and perform counter-spells.

- **Ability:** Intelligence
- **Classes:** All
- **Untrained:** No
- **Check:** A successful Spellcraft check means that your character has identified a spell being cast by an opponent. The DC of this check is equal to 15 plus the level of the spell. The character also gains a +1 bonus for every 5 ranks in this skill to all saving throws against spells.
- **Special:** A specialist wizard gets a +2 bonus when dealing with a spell from his specialized school. As well, a successful Spellcraft check is required before your character can attempt to counterspell. The specialist wizard suffers a -5 penalty when dealing with a spell or effect from a prohibited school.

- **Use:** Spellcraft checks are made automatically anytime a spell is cast nearby.



### Spot

The character can reveal hidden creatures.

- **Ability:** Wisdom
- **Classes:** All
- **Untrained:** Yes
- **Check:** The DC is determined by the Hide check of the hidden creature.
- **Special:** The Alertness feat grants a +2 synergy bonus on Spot checks. Rangers receive a bonus on Spot checks against their favored enemy. Elves receive a +2 racial bonus on Spot checks, and half-elves receive a +1 racial bonus.
- **Use:** Detect Mode



### Taunt

The character can provoke an enemy into dropping his guard for a short time.

- **Ability:** Charisma
- **Classes:** All
- **Untrained:** Yes
- **Check:** The DC is a concentration check made by the target against the character's Taunt skill roll. It is considered an attack. If the Taunt is successful, the opponent suffers an Armor Class penalty equal to the difference between the Taunt roll and the defender's roll (to a max of a -6 penalty) for 5 rounds. The target will also suffer a 30% chance of spell failure, if they don't resist the Taunt.
- **Special:** Taunt penalties are not cumulative. The Diplomacy skill was broken into two skills, Persuade and Taunt, for *Neverwinter Nights*.
- **Use:** Select skill and then target creature.



### Tumble

The character can roll away from attacks during combat, positioning himself safely at all times.

- **Ability:** Dexterity
- **Classes:** All
- **Untrained:** No
- **Check:** None
- **Special:** Any time the character might receive an attack of opportunity for moving past enemies, the character will automatically attempt a Tumble check against a DC of 15. If successful, the attack is avoided. For every five ranks in this skill (not including Dexterity bonus) the character's AC is also improved by +1.
- **Use:** Automatic



### Use Magic Device

The character can use the abilities of a magic item as if he had the requisite class, race or alignment to do so.

- **Ability:** Charisma
- **Classes:** Bard and Rogue
- **Untrained:** No
- **Check:** The DC of this task is determined by the value of the item, if the character is trying to use an item restricted to a specific class. If the character is trying to emulate a specific race, the DC is increased by 5. If trying to emulate a specific alignment then the DC is increased by 10.
- **Use:** Automatically applied whenever a character attempts to use or equip a magic item that they would normally could not use or equip. See page 203 for a table.

## Feats

A feat is a special feature that either gives your character a new capability or improves one he or she already has. Feats are more like innate abilities than skills and, as such, have no ranks or progression. A character either has the feat or he does not.

Feats are chosen as they become available, beginning with one at character creation. A new feat is gained with every three character levels thereafter (3rd, 6th, 9th, 12th, 15th, and 18th). Fighters and wizards gain extra class-related feats (see tables on pages 199 and 203). Human characters receive a bonus feat at 1st level.

Some feats have prerequisites, and your character must have the listed ability score, feat, skill or base attack bonus in order to select or use them. There are also different kinds of feats. General feats have no special rules governing them as a group. Metamagic feats allow a spellcaster to prepare and cast a spell with greater effect, but at a higher level than it actually is. Class-specific feats are only available to the specified class — clerics or paladins in the case of Extra Turning, or fighters in the case of Weapon Specialization.

### Note on Metamagic Feats

It is during preparation that a wizard or divine spellcaster chooses which spells to prepare with a metamagic feat (and thus at a higher level than normal). In terms of the screen, this means that the “Known Spells” pane of the spellbook actually has a number of tabs indicating which spells can be prepared at this level with one of the given metamagic feats. Aside from the “Known Spells” tab, there is one tab for each metamagic feat the caster has acquired.

Sorcerers and bards choose when they cast their spells and whether to use a metamagic feat to improve them. As with other spellcasters, the improved spell is cast as if it were higher level. Sorcerers and bards will be presented with a “Metamagic Feat” option off of their “Spellcasting” Radial Menu and will cast any spells enhanced with metamagic through that method. Metamagic-enhanced spells can still be placed in the quickbar, however.

In all ways, a metamagic spell operates at its original level, even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed (unless stated otherwise in the feat description). The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can’t use a metamagic feat to alter a spell being cast from a wand, scroll or other device.

Metamagic feats cannot be used for all spells. See the specific feat descriptions for the spells that a particular feat can’t modify. Metamagic feats cannot be stacked, meaning that only one type of metamagic alteration can be active on a single spell, though different spells could be prepared with different metamagic feats.

There are many feats in *Neverwinter Nights* and no character can possibly choose to learn all. With that in mind, you should focus your character on feats that enhance his abilities and role. See page 210 for a table of feats by type.



#### Alertness

+2 bonus to Spot and Listen checks due to finely tuned senses.



#### Ambidexterity

When two-weapon fighting, this feat reduces the penalty of the off-hand weapon by 4.

**Prerequisite:** Dex 15+



#### Arcane Defense

Character gains a +2 bonus to saving throws versus the chosen school of magic.

**Prerequisite:** Spell Focus in the chosen school



#### Armor Proficiency Heavy

Character is able to make effective use of heavy armor.

**Prerequisite:** Armor Proficiency (Light) and Armor Proficiency (Medium)



### **Armor Proficiency Light**

Character is able to make effective use of light armor.



### **Armor Proficiency Medium**

Character is able to make effective use of medium armor.

**Prerequisite:** Armor Proficiency (Light)



### **Artist**

Character gains a +2 bonus to Perform checks and a +2 bonus to Spot checks.

**Prerequisite:** Can only be taken at 1st level.



### **Blind Fight**

This feat grants the character the ability to fight well if blinded or against invisible creatures. The character gets to roll her miss chance percentile to see if her attack actually hits. As well, invisible creatures get no bonus to hit the character in melee.



### **Blooded**

Character gains a +2 bonus to initiative and a +2 bonus to Spot checks.

**Prerequisite:** Can only be taken at 1st level



### **Brew Potion**

The character can create a potion of any spell of 3rd level or lower.

**Prerequisite:** Spellcaster Level 3+



### **Bullheaded**

Character gains a +2 bonus to resist Taunts and a +1 bonus to Will saving throws.

**Prerequisite:** Can only be taken at 1st level



### **Called Shot**

Grants the ability to make a potentially disabling attack against an opponent's arms or legs.

**Prerequisite:** Base attack bonus of +1 or higher



### **Circle Kick**

If the character succeeds in hitting an opponent with an unarmed attack, that character gets an additional free attack against another, nearby enemy. There is a maximum of one free attack per round.

**Prerequisite:** Base attack bonus +3, Dexterity 15+, Improved Unarmed Strike.



### **Cleave**

If a character with this feat kills an opponent in melee combat, he gets a free attack against any opponent who is within melee attack range.

**Prerequisite:** Str 13+, Power Attack



### **Combat Casting**

Character is adept at casting spells in combat, removing the standard -4 penalty to Concentration checks when within three meters of an enemy.

**Prerequisite:** Ability to cast 1st-level spells



### **Courteous Magocracy**

Character gains a +2 bonus to Lore checks and Spellcraft checks.

**Prerequisite:** Can only be taken at 1st level



### **Craft Wand**

The spellcaster can create a wand of any spell of 4th level or lower she knows.

**Prerequisite:** Spellcaster Level 5+



### Curse Song

Bards are able to sing a song that can curse their enemies. All of the penalties listed are additive.

**3 Perform and Bard Level 1:** -1 to Attack and Damage rolls.

**6 Perform and Bard Level 2:** -1 to Will Saves.

**9 Perform and Bard Level 3:** -1 to Damage rolls and -1 to Fortitude Saves.

**12 Perform and Bard Level 6:** -1 to Reflex saves, -1 to Skill rolls.

**15 Perform and Bard Level 8:** -1 to Attack rolls, -8 Hit Points.

**18 Perform and Bard Level 11:** -2 to Dodge Armor Class, -1 to Skill rolls.

**Perform 21 and Bard Level 14:** -1 to Damage rolls, -8 Hit Points and -1 Dodge Armor Class.

**Perform 24 and Bard Level 15:** -1 Will Saves, -1 Reflex Saves, -1 Fortitude Saves, -1 Dodge Armor Class.

**Perform 30 and Bard Level 16:** -1 Will Saves, -4 Hit Points. -1 Dodge Armor Class.

**Perform 35 and Bard Level 17:** -2 Hit Points, -1 to Skill rolls

**Perform 40 and Bard Level 18:** -2 Hit Points, -1 to Skill rolls

**Perform 45 and Bard Level 19:** -2 Hit Points, -1 to Skill rolls

**Perform 50 and Bard Level 20:** -2 Hit Points, -1 to Skill rolls

**Perform 55 and Bard Level 21:** -2 Hit Points, -1 to Skill rolls

**Perform 60 and Bard Level 22:** -2 Hit Points, -1 to Skill rolls  
For every five additional ranks in Perform and every Class level increase in Bard, an additional -2 penalty to enemy Hit Points is granted.

**Prerequisite:** Bardic Music class feature



### Deflect Arrows

Character can attempt to deflect one incoming missile attack per round (Reflex save made against DC 20).

**Prerequisite:** Dex 13+, Improved Unarmed Strike



### Dirty Fighting

The character knows brutal and effective fighting tactics. By sacrificing all other attacks during the round, the character can elect to perform a Dirty Fighting move, which will deal an extra 1d4 points of damage.

**Prerequisite:** Base attack bonus +2.



### Disarm

The character can attempt to disarm an opponent in melee combat. Attempting a disarm applies a -6 penalty to the character's attack roll, and the combatant with the larger weapon gains a +4 bonus per size category of difference.

**Prerequisite:** Int 13+



### Divine Might

Up to three times per day, the character may add his Charisma bonus to all weapon damage for a number of rounds equal to the Charisma bonus.

**Prerequisite:** Turn Undead, Chr 13+, Str 13+, Power Attack



### Divine Shield

Up to three times per day, the character may add his Charisma bonus to his armor class for a number of rounds equal to the Charisma bonus.

**Prerequisite:** Turn Undead, Chr 13+, Str 13+, Power Attack



### Dodge

Increased agility grants a +1 dodge bonus to AC against attacks from a character's current target (or last attacker).

**Prerequisite:** Dex 13+



### Empower Spell

Magical expertise allows certain spells to be cast with a 50% increase in variable numeric effects (number of targets, damage, etc), excluding duration.

**Prerequisite:** Ability to cast 2nd-level spells.



### Expertise

A character with this feat can make defensive attacks, gaining a +5 bonus to AC but receiving a -5 penalty to attack rolls.

**Prerequisite:** Intelligence 13+



### Extend Spell

Magical expertise allows certain spells to be cast with a 100% increase in duration.

**Prerequisite:** Ability to cast 1st-level spells.



### Extra Music

The character may use bard song four extra times per day.

**Prerequisite:** Bardic Music



### Extra Stunning Attacks

The character gains 3 extra stunning attacks per day.

**Prerequisite:** Base attack bonus +2, Stunning Fist.



### Extra Turning

This divine ability allows the character to turn undead six additional times per day.

**Prerequisite:** Exclusive to cleric or paladin.



### Great Cleave

Same as the Cleave feat, except that there is no limit to the number of additional attacks that the character may make after killing one opponent.

**Prerequisite:** Str 13+, Power Attack, Cleave, base attack bonus +4 or higher



### Great Fortitude

A character with this feat is very hardy, gaining a +2 bonus to all Fortitude saving throws.



### Greater Spell Focus

A character becomes even more adept with spells of a particular school of magic. The character gains a +4 bonus to the spell save DC for all spells of the chosen school.

**Prerequisite:** Spell Focus (of the appropriate school)



### Greater Spell Penetration

A +4 bonus to caster level checks is granted to the character, when trying to beat a creature's spell resistance.

**Prerequisite:** Spell Penetration



### Improved Critical

Combat ability doubles the critical threat range with a given weapon. A longsword that normally threatens a critical on a roll of 19-20 would now threaten a critical on a roll of 17-20. This feat can only be taken for an existing proficiency.

**Prerequisite:** Base attack bonus +8 or higher.



### Improved Disarm

A character with this feat has learned not to provoke an attack of opportunity when attempting to disarm an opponent. Success knocks the opponent's weapon away from them. The penalty to make a disarm attempt is reduced to -4.

**Prerequisite:** Int 13+, Disarm.



### Improved Expertise

A character with this feat can make defensive attacks, gaining a +10 bonus to AC but receiving a -10 penalty to attack rolls.

**Prerequisite:** Int 13+, Expertise



### Improved Initiative

The character gains a +4 bonus to initiative.





### Improved Knockdown

Characters with this feat have learned to use the Knockdown ability as if one size category larger than they really are. All other Knockdown conditions still apply.

**Prerequisite:** Knockdown, base attack bonus +7, Int 13+



### Improved Parry

Grants a +4 competence bonus to the character's opposed attack rolls when using the Parry skill.

**Prerequisite:** Int 13+



### Improved Power Attack

This feat can be used at a -10 penalty to attack but with a +10 bonus to any damage given. Improved Power Attack is very useful when fighting large numbers of easy-to-hit opponents.

**Prerequisite:** Power Attack, Str 13+



### Improved Two-Weapon Fighting

The character with this feat is able to get a second off-hand attack (at a penalty of -5 to the attack roll).

**Prerequisite:** Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher



### Improved Unarmed Strike

Armed opponents no longer get attacks of opportunity against the character when you make unarmed attacks against them.



### Iron Will

Focused presence of mind provides a +2 bonus to all Will saving throws.



### Knockdown

With this maneuver, a character can attempt to knock an opponent to the ground. An attack roll is made with a -4 penalty to attack and, if successful, an opposed roll is made, comparing your attack roll with the defender's Discipline skill check. If successful, the target is knocked to a prone position.



### Lightning Reflexes

This feat grants a +2 bonus to all Reflex saving throws, due to faster than normal reflexes.



### Lingering Song

The effects of the bard's songs will last an additional five rounds.

**Prerequisite:** Bardic Music



### Luck of Heroes

Character gains a +1 bonus to all saving throws.

**Prerequisite:** Can only be taken at 1st level



### Maximize Spell

Magical expertise allows certain spells to be cast with all variable numeric effects (number of targets, damage, etc.) applied at their maximum.

**Prerequisite:** Ability to cast 3rd-level spells



### Mobility

A character with this feat has learned to avoid attacks of opportunity more effectively, gaining a +4 dodge bonus to AC against them.

**Prerequisite:** Dex 13+, Dodge



### Point Blank Shot

Unfazed by close combat, a character with this feat negates the -4 penalty for using missile weapons within melee attack range, and gains an additional +1 to attack and damage with ranged weapons when the target is within 15 feet.



### Power Attack

A character with this feat can make powerful but ungainly attacks. When selected, this grants a +5 bonus to the damage roll, but inflicts a -5 penalty to the attack roll.

**Prerequisite:** Str 13+



### Quicken Spell

Magical expertise allows spells to be cast instantaneously, making them invulnerable to counterspells or interruption.

A quickened spell is cast as a free action, and another action can be attempted within the same round, including the casting of another spell. Only one quickened spell can be cast in a round, however.

**Prerequisite:** Ability to cast 4th-level spells.



### Rapid Reload

The character is able to reload so quickly that he gets the same number of attacks with any crossbow as he would get if he was using a normal bow.

**Prerequisite:** Base attack bonus +2



### Rapid Shot

A character with this feat is quick with ranged weapons, gaining an extra attack per round while using them. When a rapid attack round is attempted, the extra attack is made at the highest base attack bonus, though all attacks within the round suffer a -2 penalty.

**Prerequisite:** Dex 13+, Point Blank Shot



### Resist Disease

Character gains a +4 bonus to Fortitude saving throws to resist the effects of disease.



### Resist Poison

Character gains a +4 bonus to Fortitude saving throws against poison.



### Resistance to Energy

Character gains +5 resistance against the chosen type of energy (first five points of damage of this type of energy is ignored).

**Prerequisite:** Base Fortitude save bonus +8



### Scribe Scroll

You can create a scroll of any spell that you know.

Scribing a scroll costs a small amount of XP and gold, depending on the level of the spell to scribe. Epic spells, spells granted by feats or special abilities cannot be used to scribe a scroll. The blank scrolls required for this feat can be bought in certain stores.

**Prerequisite:** Spellcaster Level 1+



### Shield Proficiency

A character with this feat has the basic knowledge of how to effectively use a shield.



### Silent Spell

Magical expertise allows the casting of certain spells without using a verbal component.

**Prerequisite:** Ability to cast 1st-level spells



### Silver Palm

Character gains a +2 bonus to Appraise and Persuade checks.

**Prerequisite:** Can only be taken at 1st level



### Skill Focus

A character with this feat is adept at a certain skill, gaining a +3 bonus on all checks with it.

**Prerequisite:** Able to use the skill



### Snake Blood

Character gains a +2 bonus to Fortitude saving throws against poison and a +1 reflex saving throw bonus to all saves.

**Prerequisite:** Can only be taken at 1st level



### Spell Focus

A character with this feat is adept in a certain school of magic, granting a +2 bonus to spell save DC for all spells that the character casts from that school. This makes it

more difficult for enemies to resist the effects of spells of this school when the caster casts them.

**Prerequisite:** Ability to cast 1st-level spells



### Spell Penetration

A character with this feat can use magic to better pierce the defenses of his opponents, gaining a +2 bonus to caster level checks to beat a creature's spell resistance.

**Prerequisite:** Ability to cast 1st-level spells



### Spring Attack

Enemies do not get attacks of opportunity against the character when the character is moving around in combat.

**Prerequisite:** Dexterity 13+, Dodge, Mobility, base attack bonus +4 or higher



### Stealthy

Character gains a +2 bonus to Hide and Move Silently checks.



### Still Spell

Magical expertise allows certain spells to be cast without gestures, ignoring their somatic component. Any penalties incurred from casting in armor do not apply to a spell that has been prepared by this feat.

**Prerequisite:** Ability to cast 1st-level spells



### Strong Soul

Character gains a +1 bonus to Fortitude and Will saving throws, as well as +1 bonus to any saving throw versus Death magic.

**Prerequisite:** Can only be taken at 1st level



### Stunning Fist

A character with this feat can attempt a disabling strike with a -4 attack penalty and a -4 damage penalty. If successful they have hit a vulnerable spot, and the target must make a Fortitude save or be held for three rounds. This attack may be used once per day for every four levels of the character.

**Prerequisite:** Dex 13+, Wis 13+, base attack bonus +8 or higher, Improved Unarmed Strike



### Thug

Character gains a +2 bonus on Initiative checks and a +2 bonus on Persuade checks.

**Prerequisite:** Can only be taken at 1st level



### Toughness

A character with this feat is tougher than normal, gaining one bonus hit point per level. Hit Points are gained retroactively when choosing this feat.



### Two-Weapon Fighting

A character with this feat reduces the penalties suffered when using a weapon in each hand. The normal penalty of -6 to the primary hand and -10 to the off-hand becomes -4 for the primary hand and -8 for the off-hand.



### Weapon Finesse

A character with this feat is adept at using light weapons subtly and effectively, allowing him to calculate attack rolls with his Dexterity modifier bonus instead of his strength bonus (if his Dexterity is higher than his strength).

**Prerequisite:** Base attack bonus +1 or higher



### Weapon Focus

A character with this feat is particularly skilled with a specific weapon, gaining a +1 attack bonus with them.

**Prerequisite:** Proficiency with the chosen weapon type, base attack bonus +1 or higher.



### Weapon Proficiency Exotic

This feat allows effective use of all exotic weapons. The exotic weapons list includes the bastard sword, dire mace, double axe, kama, katana, kukri, scythe, shuriken, and two-bladed sword.

**Prerequisite:** Base attack bonus +1 or higher



### Weapon Proficiency Martial

This feat allows effective use of all martial weapons. A character cannot equip weapons they are not proficient in. The martial weapons list includes the battleaxe, greataxe, greatsword, halberd, handaxe, heavy flail, light flail, light hammer, longbow, longsword, rapier, scimitar, short sword, shortbow, throwing axe and warhammer.



### Weapon Proficiency Simple

This feat allows effective use of all simple weapons, including club, dagger, mace, sickle, spear, morningstar, quarterstaff, light crossbow, dart, sling and heavy crossbow. A character cannot equip weapons they are not proficient in.



### Weapon Specialization

A character with this feat has trained especially hard with a specific weapon group, gaining a +2 damage bonus with that category.

**Prerequisite:** Fighter with base attack bonus +4, Weapon Focus in the chosen weapon type.



### Whirlwind Attack

The character performs a full attack action and makes one melee attack at full base attack bonus against each opponent within five feet.

**Prerequisite:** Int 13+, Expertise, Dex 13+, Dodge, Mobility, Spring Attack, base attack of +4 or higher



### Zen Archery

Wisdom guides the character's ranged attacks, letting her use her Wisdom modifier instead of her Dexterity when firing ranged weapons.

**Prerequisite:** Base attack Bonus +3, Wis 13+

## Epic Feats



### Armor Skin

The character gains a natural +2 bonus to armor class.

**Prerequisite:** 21st level



### Automatic Quicken Spell

The character may cast 0–3rd level spells as quickened spells without using higher-level spell slots. This feat may be taken multiple times and will quicken spells in this way up to 9th level.

**Prerequisite:** 21st level, Quicken Spell, Spellcraft 30 ranks, the ability to cast 9th level spells



### Automatic Silent Spell

The character may cast 0–3rd level as silent spells without using higher level spell slots. This feat may be taken multiple times and will silence spells in this way up to 9th level.

**Prerequisite:** 21st level, Silent Spell, Spellcraft 24 ranks, the ability to cast 9th level spells



### Automatic Still Spell

This feat allows the character to cast all spells of levels 0–3 as still spells automatically. These spells may be cast while wearing armor. This feat may be taken multiple times and will still spells in this way up to 9th level.

**Prerequisite:** 21st level, Still Spell, Spellcraft 24 ranks, the ability to cast 9th level spells



### Bane of Enemies

Any weapon the character wields against any of their favored enemies is treated as a bane weapon for that creature type (+2 to hit and it deals +2d6 damage).

**Prerequisite:** 21st level, 5 or more favored enemies



### Blinding Speed

Upon activating this feat the character gains all the benefits of haste for a short time. This is a supernatural ability.

**Prerequisite:** 21st level, Dexterity 25+



### Construct Shape

The character can shapeshift into the following construct forms: Iron Golem, Stone Golem or Demonflesh Golem.

**Prerequisite:** Epic Shifter, Wisdom 27



### Damage Reduction

The character gains damage reduction 3/-. This means that three points of damage are ignored every time the character takes damage. This feat may be taken multiple times to gain damage reduction 6/- and 9/-.

**Prerequisite:** 21st level, Constitution 21+



### Devastating Critical

Whenever scoring a critical hit with the chosen weapon, the character's target must make a Fortitude save or die instantly. Creatures who are immune to critical hits are not affected by this feat.

**Prerequisite:** 21st level, Cleave, Greater Cleave, Improved Critical of the weapon to be chosen, Overwhelming Critical of the weapon to be chosen, Weapon Focus of the weapon to be chosen, Power Attack, Strength 25+



### Dragon Shape

The character may use Wildshape to change into an ancient dragon and gains access to the dragon's signature breath weapon.

**Prerequisite:** 21st level, Wildshape 6x/day or Greater Wildshape IV, Wisdom 30+



### Energy Resistance

The character gains resistance 10 to one particular type of elemental damage (choose either fire, cold, sonic, acid or electrical resistance). This feat may be taken multiple times, to a maximum resistance of 100.

**Prerequisite:** 21st level



### Epic Dodge

The character avoids all damage from the first attack each round.

**Prerequisite:** 21st level, Dodge, improved evasion, defensive roll, Tumble 30 ranks, Dexterity 25+



### Epic Fiend

The character's evil and hatred grow strong enough to attract the attention of an Epic Vrock when summoning a fiendish servant from the outer planes. This vile creature is a master in the arts of melee combat and, fueled by its master's evil soul, grows in strength and power as the blackguard gains new levels.

**Prerequisite:** 21st level, Blackguard 15



### Epic Fortitude

The character gains a +4 to all Fortitude saves.

**Prerequisite:** 21st level



### Epic Prowess

The character gains a +1 to all attacks.

**Prerequisite:** 21st level



### Epic Reflexes

The character gains a +4 to all Reflex saves.

**Prerequisite:** 21st level



### Epic Reputation

The character gains a +4 to all Bluff, Intimidate, Persuasion and Taunt checks.

**Prerequisite:** 21st level



### Epic Skill Focus

The character gains a +10 on all skill checks with the chosen skill.

**Prerequisite:** 21st level, 20 ranks in the chosen skill



### Epic Shadowlord

The character's Summon Shadow ability is reinforced, allowing him to call an Epic Shadowlord to his side.

Unlike a non-epic Shadowlord, an Epic Shadowlord is a potent fighter, reinforced by his master's life force, making him stronger each time the shadowdancer gains a level.

**Prerequisite:** Epic Shadowdancer



### Epic Spell Focus

The character gains a +6 to the Difficulty Class for all saving throws against spells from the chosen school of magic.

**Prerequisite:** 21st level, Spell Focus and Greater Spell Focus in the chosen school



### Epic Spell Penetration

The character gains a +6 bonus on caster level checks to beat a creature's spell resistance.

**Prerequisite:** 21st level, Spell Penetration and Greater Spell Penetration



### Epic Toughness

The character gains +20 hit points. This feat may be taken multiple times, up to a maximum of +200 hit points.

**Prerequisite:** 21st level



### Epic Weapon Focus

The character gains a +2 bonus to all attack rolls with the chosen weapon.

**Prerequisite:** 21st level, Weapon Focus with the chosen weapon



### Epic Weapon Specialization

The character gains a +4 bonus to all damage you deal with the chosen weapon.

**Prerequisite:** 21st level, Weapon Focus, Epic Weapon Focus and Weapon Specialization in the chosen weapon



### Epic Will

The character gains a +4 to all Will saves.

**Prerequisite:** 21st level



### Great Charisma

The character gains a +1 to their Charisma. This may be taken multiple times, to a maximum of +10.

**Prerequisite:** 21st level



### Great Constitution

The character gains a +1 to their Constitution. This may be taken multiple times, to a maximum of +10.

**Prerequisite:** 21st level



### Great Dexterity

The character gains a +1 to their Dexterity. This may be taken multiple times, to a maximum of +10.

**Prerequisite:** 21st level



### Great Intelligence

The character gains a +1 to their Intelligence. This may be taken multiple times, to a maximum of +10.

**Prerequisite:** 21st level



### Great Strength

The character gains a +1 to their Strength. This may be taken multiple times, to a maximum of +10.

**Prerequisite:** 21st level



### Great Wisdom

The character gains a +1 to their Wisdom. This may be taken multiple times, to a maximum of +10.

**Prerequisite:** 21st level



### Improved Combat Casting

The character does not incur attacks of opportunity for casting spells while threatened.

**Prerequisite:** 21st level, Combat Casting, Concentration 25+



### Improved Ki Strike

This feat (when taken for the first time) grants the character a +4 enhancement bonus when attacking unarmed. Choosing this feat a second time extends the bonus to +5.

**Prerequisite:** 21st level, Wisdom 21+, Ki Strike +3



### Improved Sneak Attack

Add +1d6 to your sneak attack damage. This feat may be taken multiple times, to a maximum of +10d6.

**Prerequisite:** Sneak Attack 8d6



### Improved Spell Resistance

The character gains a +2 to spell resistance. This feat may be taken multiple times, to a maximum of +20.

**Prerequisite:** 21st level



### Improved Stunning Fist

Adds +2 to the DC of the character's stunning attack. This feat may be taken multiple times, to a maximum of +20.

**Prerequisite:** 21st level, Improved Unarmed Strike, Stunning Fist, Dex 19+, Wis 19+



### Improved Whirlwind Attack

The character performs a full attack action and makes one melee attack at full base attack bonus against all opponents within range of the character's weapons.

**Prerequisite:** 21st level, Dodge, Expertise, Spring Attack, Whirlwind Attack, Int 13+, Dex 23+



### Lasting Inspiration

This feat allows the effects of bardic music to last ten times longer than normal after the character stops singing.

**Prerequisite:** 21st level, Bardic Music class feature, Perform 25



### Mighty Rage

When the character rages, they gain +8 to Strength and Constitution and a +4 morale bonus to Will saves. These bonuses replace the normal rage bonuses.

**Prerequisite:** 21st level, Greater Rage, Str 21+, Con 21+



### Outsider Shape

The character can assume different outsider shapes three times per day: either an Azer Chieftain, a Rakshasa or a Death Slaad.

**Prerequisite:** Epic Shifter, Wis 25+



### Overwhelming Critical

When using the chosen weapon, the character deals +1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d6 and if the multiplier is x4, add 3d6.

**Prerequisite:** 21st level, Cleave, Great Cleave, Improved Critical of the weapon to be chosen, Weapon Focus of the weapon to be chosen, Power Attack and Str 23+



### Perfect Health

This feat makes the character immune to all diseases and poisons.

**Prerequisite:** 21st level, Great Fortitude, Con 25+



### Planar Turning

This feat allows outsiders to be turned like undead.

**Prerequisite:** 21st level, Turn Undead, Wis 25+, Chr 25+



### Self Concealment

The character gains a 10% concealment bonus. This feat may be taken multiple times, to a maximum of 50%.

**Prerequisite:** 21st level, Improved Evasion, Dex 30+, Hide 30 ranks and Tumble 30 ranks



### Superior Initiative

The character gains a +8 bonus on initiative checks.

**Prerequisite:** 21st level, Improved Initiative



### Terrifying Rage

While the barbarian is raging, any enemy that comes close to him must make a Will save opposed by the barbarian's Intimidate check. If the enemy fails the check, he panics for 1d6 rounds. Opponents with up to twice the barbarian's Hit Dice will not flee but will receive a -2 penalty to attack and saving throw rolls. Creatures with more than 2x the barbarian's Hit Dice are not affected by the rage.

**Prerequisite:** Epic Barbarian, Intimidate 25



### Thundering Rage

Any weapon the barbarian wields while in a rage does an additional 2d8 points of damage on a critical hit.

**Prerequisite:** Epic Barbarian, Str 25



### Undead Shape

The character with this ability can transform into a selection of powerful undead creatures.

**Prerequisite:** Epic Shifter

## Combat

### Real-Time Decisions

*Neverwinter Nights* is a real-time game overlaid on top of the turn-based *Dungeons & Dragons* 3rd Edition rules. This means that your decisions are played out during the progress of a combat round. You manipulate your characters by giving them orders. These orders appear on the Action Queue (upper-left corner of your screen). You may stack certain orders (known as tasks), such as picking up items, opening doors or casting spells. Modal orders—like movement and combat—clear any tasks still in the stack.

As you learn the *Neverwinter Nights* combat system, you will find it useful to plan out your tactical combat as you fight. This may involve choosing the next three spells you want to cast, or entering a combat mode like Power Attack or Parry.

The Action Queue is a quick and easy visual reference about what your character's current and future actions. A wise player uses it to its full advantage.

### NPC Reactions

NPCs can react to you in a variety of ways, varying from hostility to friendship, and your actions in the game can affect this reaction. A good friend may be lost if you attack innocents, while more nefarious allies might be made by helping out an evil power group. Your character will have a different default action to each of these reaction types:

#### Hostile

Hostile creatures will normally attack you on sight and will fight to the death. You cannot talk to Hostile creatures.

**Default Action:** Attack

#### Neutral

Most of the world begins neutral to you. You may speak with these people, learning information about the world and of future adventures. Neutral characters will become Hostile if attacked.

**Default Action:** Talk



## Friendly

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Friendly characters behave exactly like Neutral characters, except that those who are Friendly to you may help you, usually by healing, for no charge. If you are attacked while in the presence of Friendly characters, they may assist you.

**Default Action:** Talk

## Busy

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At certain times, normally after or during combat when you try to speak with a character, you may be told it is busy. This means that the character cannot speak with you until the combat is resolved. If you ever see this message with someone who is not in combat, wait one combat round and try talking to them again.

**Default Action:** They cannot interact with you until they are no longer busy

## Invulnerable

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Some characters cannot be hurt. These are usually powerful characters that help advance the plot. Attacking them will not anger them, nor will it injure them.

**Default Action:** Talk

## Factions

Every creature in the world belongs to a faction (one example of which is the “Hostile” faction, to which most monsters belong). There are a variety of factions in every city (commoner, merchant, guard). These factions are often split into various sub-factions (prison guard, pirate guard). Every faction has a like or dislike for every other faction (and for your character). Some factions may defend other factions; other factions may attack any other faction on sight.

This is why, when you attack a commoner, the town guard attacks. They belong to different factions (commoner and defender, respectively). However, defenders must protect commoners — this is detailed in their faction relationship.

So what does this mean to you as a player? Be aware that attacking certain groups may affect your standing with other groups. If you constantly attack innocents, you will get a bad reputation and may find yourself being harassed by the town guard. It also means that at times you can decimate two rival groups — simply by luring them to each other, they suffer the carnage and you reap the benefits of looting their corpses.

## Targeting an Opponent

### Radial Menu Targeting

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Whenever you open the Radial Menu on an object, you enter Target-Action mode. Any option you choose will be directed at the object you have targeted. For example, if you were a monk and opened the Radial Menu over an enemy bugbear that was rushing you, selecting the “Flurry of Blows” option will launch that attack against the creature.

### Alternative Targeting Methods

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The Radial Menu is not the only method for targeting. You may also put weapons, special attacks, and spells in your Quickbar. You can then use these in an Action-Target mode, whereby you choose what you want to do and to whom you want to do it. For example, again you are playing a monk, and you have placed the Flurry of Blows attack icon on the Quickbar. This time when the bugbear appears, you click on Flurry of Blows on your Quickbar or press the hotkey assigned to that slot. You then click on the bugbear and your monk attacks the bugbear with the Flurry of Blows.

## The Attack Roll

When an attack is made, the attacker rolls a d20 (resulting in a number between 1 and 20). All attack bonuses that the character may have are added to the roll to determine whether he or she hits. This value is then compared against the Armor Class of the creature being attacked. If the attack roll is equal to or greater than the creature’s Armor Class, a hit is scored.

## Movement

Many factors, including class, encumbrance, magic items and spell effects all influence movement in *Neverwinter Nights*. No character may move slower than 10% of their base movement speed (unless held or paralyzed) or faster than 150 percent of their base movement speed. Movement speed bonuses are discussed under the descriptions for the Barbarian and Monk.

Penalties are summarized below.

### Detect & Stealth Modes

Being in either of these modes will prevent your character from running. If your character is in both modes, movement speed is reduced to 50 percent.

### Encumbered

A lightly encumbered character cannot run. Heavily encumbered characters move at 50 percent of their current movement speed.

### Movement Speed Penalties

Situation	Effective Movement Speed	Able to Run
Not in Active Detect or Stealth mode; not encumbered	100%	Yes
Active detect	100%	No
Stealth	100%	No
Lightly-encumbered	100%	No
Two of: Stealth, Detect, or lightly-encumbered	50%	No
Stealth, Detect, and lightly-encumbered	25%	No
Heavily-encumbered movement penalty	An additional 50%	No

## Flat-Footed

Flat-footed characters do not add their Dexterity bonus (if any) to their Armor Class. Flat-footed characters are also susceptible to a rogue's deadly Sneak Attack. The Uncanny Dodge extraordinary ability allows the barbarian and rogue classes to avoid losing their Dexterity bonus to AC when they are caught flat-footed.

A character is considered to be flat-footed only when:

- They are performing a non-combat task.
- They are in ready mode.
- They move outside of the combat radius.

## Attacks of Opportunity

Sometimes, a melee combatant lets her guard down to execute a non-combat action. In these circumstances, combatants near her can take advantage of her lapse in defense to make a free attack on her. These attacks are called attacks of opportunity.

**Threatened Area:** You threaten the area into which you can make a melee attack. Generally, that's everything that's in your 120-degree forward arc and within 5 feet of you. An enemy that takes certain actions while in a threatened area provokes an attack of opportunity from you.

**Provoking an Attack of Opportunity:** If you move into, within, or out of a threatened area, you usually provoke an attack of opportunity. If you are performing a retreat action while moving, you do not provoke an attack of opportunity.

Some actions themselves provoke attacks of opportunity:

- Making a ranged attack
- Making an unarmed attack (without the Improved Unarmed Strike feat)
- Casting a spell
- Activating a 'spell completion' magic item (scroll, wand, etc)
- Using a spell-like ability
- Running

- Some feats provoke an attack of opportunity. See the individual feat descriptions for details.

**Making an Attack of Opportunity:** An attack of opportunity is a single melee attack made at your normal attack bonus. You can only make one attack of opportunity per round.

## Saving Throws

Saving throws are a measure of a character or creature's resistance to special types of attacks—poisons, magic, and effects like a dragon's breath weapon. If a successful saving throw is made, it may reduce or prevent the effects of the spell or attack.

Saving throws are improved as your character gains levels. Many magic items also improve saving throws while they are equipped. Several spells can temporarily improving saving throws, but beware, other spells can lower them!

**Fortitude:** This measures your character's ability to stand up to massive physical punishment, such as poison, paralysis and instant death magic. A character's Constitution modifier is added to his or her Fortitude saving throw.

**Reflex:** The higher this is, the better a character is at dodging attacks, such as a wizard's fireball or a dragon's lethal breath. Any Dexterity modifier is added to a Reflex saving throw.

**Will:** This save reflects resistance to mental influence and domination, as well as many magical effects. Any Wisdom modifier is added to a Will saving throw.

## Injury and Death

Adventurers lead exciting lives, but their lifestyle comes with risks — namely injury and possible death. When an attack roll is successful, damage is delivered.

### Wounds

When your character is damaged, he loses hit points. When Hit Points are reduced to 0, your character dies. There are a variety of ways to restore these Hit Points.

The most common way to recover lost HP is to rest by selecting the "Rest" option from the Radial Menu. Resting takes time, however, and you should make sure that you are in a safe place before you rest. You also cannot rest during or shortly after combat.

Healing spells (such as Cure Light Wounds), healing potions, and the Heal skill can all be used to restore lost Hit Points, even during battle.

### Death and Resawning

Your character will die if his hit points reach 0 or less. When your character dies he is transported to the nearest temple of healing. There, his lost hit points are restored, and you can choose to transport him back to the place where he died. If the player chooses to respawn, they will lose a small number of experience points and gold. A character can never lose a level due to death respawning however.

**Warning:** Whatever killed your character may still be there when you return, and you may find yourself thrust right back into combat again.

**Raising the Dead:** Two spells, Raise Dead and Resurrection, can actually bring a player back from the dead. Only high-level clerics have access to these spells.

## Associates

Associates are creatures who respond to your direct commands. Animal companions and familiars are considered associates, as are summoned and dominated monsters and henchmen. These allies can be invaluable in overcoming the myriad of obstacles to survival in *Neverwinter Nights*.

### Animal Companions

Animal companions are special creatures with powers typically far beyond those of natural creatures. Many animal companions are quite formidable in combat. As your character gains levels, so will your animal companion. Each time you gain a level in a class with the animal companion feature, you may change the type of companion that accompanies you.

### Familiars

Familiars are magical creatures that any wizard or sorcerer may summon. Like animal companions, familiars are formidable allies in combat, but this is more due to their special magical powers than their melee capabilities.

### Henchmen

You will meet a variety of NPCs in *Neverwinter Nights* who will be willing to join you on your adventures for a price. These trusted sidekicks will give you advice, fight alongside you in battle, follow your orders, and even carry your loot. Henchmen also gain experience at a pace similar to your character and will level-up upon demand.

### Multiple Henchmen

You may hire up to two henchmen at a time. If you hire a third, the first henchman hired will automatically quit your party.

**Followers:** Occasionally, plot-important characters will join with you for a short period. They do not count toward your limit of two henchmen. Be warned, they may leave your service any time they choose.

## Commanding Associates

Once you have an associate, you may issue orders via the Radial Menu system. Right-click on your associate to open the Radial Menu, and choose among of the following options:



**Follow:** The associate will stop whatever they are doing to come near you.



**Attack Nearest:** The associate will attack enemies.



**Guard:** The associate will attack your enemies, focusing on those who are directly attacking you.



**Stand Your Ground:** The associate will not move, instead remaining where you asked them to. They will defend themselves if attacked.



**Heal Me:** Makes the associate stop whatever they are doing and heal you to the best of their abilities.

Certain associates may also be commanded further via conversation. Speaking to them will let you change how close they stay to you or even let you ask them to start detecting and removing traps!

You can issue orders to all of your associates at once by using the Quickchat system.

## Quickchat Commands

In *Neverwinter Nights* you can use Quickchat to quickly communicate with other players and your associates (henchmen, familiars, animal companions). Quickchat options followed with an asterisk (\*) are commands that your associates will respond to. You activate Quickchat by pressing the Quickchat key to activate the system and then the two or three key code to play the Quickchat line. Each voice set has personalized dialogue for each option, so different characters will say different lines for the same choice. The default hotkeys for the system are as follows:

### Quickchat Commands

V - Activate quickchat	C - I can do that
W - Combat commands	X - I cannot do that
E - Attack *	A - Task complete
R - Battle cry	S - Social Commands
D - Heal me*	S - Hello
W - Help	D - Yes
A - Enemy Sighted	W - No
S - Flee	E - Stop
T - Taunt	C - Rest
F - Guard me *	X - Bored
X - Hold position *	A - Goodbye
E - Exploration commands	X - Personal communications
E - Follow me *	X - Thank you
W - Look here	W - Laugh
D - Group up	C - Cuss
S - Move aside	D - Cheer
D - Task commands	S - I have something to say
W - Pick Locks	A - Good idea
E - Search the area	Z - Bad idea
S - Go stealthy	E - Threaten

\* This indicates that the command applies to henchmen.

## Spells

### Introduction

*Neverwinter Nights* includes a powerful but simple-to-use magic system that sticks closely to the *De3D* rules. To understand spellcasting in *Neverwinter Nights*, you must first understand the basic elements. Once this basic level is mastered, the spellcaster can begin to master spellcasting tactics and ultimately the individual spells themselves can be learned.

Several of the new spells can temporarily change the nature of an existing weapon or armor. Most of these spells (such as Magic Weapon) only work on non-magical weapons. Generally, if one of these spells is cast on an item that is already temporarily enchanted, the most recent spell will override the previous spell, even if it weakens the item.

*Neverwinter Nights Platinum Edition* also supports the ability to cast spells on items. The new enchantment feats — Brew Potion, Scribe Scroll and Craft Wand — are activated when a caster casts a spell onto an empty potion bottle, blank scroll or bone wand, respectively. If the spell meets the requirements of these feats, that item is now enchanted.

The innovative spellcaster will also note that casting particular spells on various items has additional effects. Casting Bless, for example, on crossbow bolts make them extremely lethal to Rakshasa. Light or Continual Light can be directly cast on an item, making a portable light source out of a weapon, helmet or armor. You may only cast spells on items that are in your inventory.

Also, Charm Person and similar spells can now be cast on targets to influence any Persuasion or Appraisal checks made against them.

**Note:** In Hardcore mode, the petrification effect is permanent (see Game Settings from the Options Menu).

Starting on the next page is a quick summary of the new spells, grouped by class and level. Full descriptions appear in the game.

A note on area of effect spells: When playing with the game difficulty setting set to “Hardcore” or “Difficult,” most spells that have an area of effect (like Fireball) will hurt all creatures caught in the area of effect, including the caster’s allies or even the caster himself. Creatures neutral to the character will never be affected by hostile spells.

## Spell Schools

Schools of magic are groups of related spells that work in similar ways. The schools of magic available to spellcasters are Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. A wizard who chooses to specialize in a school of magic gains one additional prepared spell per level but loses the ability to cast spells from one other school. A wizard does not have to specialize, thus keeping access to all spells.

### Universal

This is not a school, but instead represents the wizard’s desire to have an equal understanding of all spells, without focusing on a single school of magic.

**Prohibited School:** None



### Abjuration

Abjuration spells are used to shield the caster from magical and physical attacks.

**Prohibited School:** Conjuration



### Conjuration

A Conjuration specialist can bring creatures to him, usually in the form of summoned allies.

**Prohibited School:** Transmutation



### Divination

Diviners are capable of looking forward in time to anticipate what will happen next. Although mostly useful for gathering information, several divine spells help the caster in combat situations.

**Prohibited School:** Illusion



### Enchantment

Enchantment spells involving gaining control over another creature, or imbuing a recipient with special properties.

**Prohibited School:** Illusion



### Evocation

These are spells that manipulate energy or create something from nothing. Many of the best offensive spells can be found within this school of magic.

**Prohibited School:** Conjuration



### Illusion

Illusion spells alter perception, the most common of which is the ability to go invisible.

**Prohibited School:** Enchantment



### Necromancy

Spells that manipulate, create, or destroy life.

**Prohibited School:** Divination



### Transmutation

These spells transform the recipient, either subtly or obviously.

**Prohibited School:** Conjuration

## Domains

At character creation, clerics may choose two domains to follow. You may choose any domain from the domain list.

Each domain gives your cleric access to a special domain power and additional spells. This increases the total number of spells that a cleric may prepare each day by one per spell level. Below is a short summary of each domain's major features (see Clerical Domains on pages 200-201 for more details).

**Air:** Can turn elementals  
**Animal:** Improved monster summoning  
**Death:** Negative plane avatar  
**Destruction:** Turning damages constructs  
**Earth:** Can turn elementals  
**Evil:** Can turn outsiders  
**Fire:** Can turn elementals  
**Good:** Can turn outsiders  
**Healing:** All healing spells are empowered  
**Knowledge:** More domain spells  
**Magic:** More domain spells  
**Plant:** Can turn vermin  
**Protection:** Divine protection  
**Strength:** Divine strength  
**Sun:** Improved turn undead  
**Travel:** More domain spells  
**Trickery:** Improves skills generally used by rogues  
**War:** Battle mastery  
**Water:** Can turn elementals

## Effect Descriptions

Game effects help to describe the results of a character's interaction with the game environment, creatures and items. Effects can be as complex as being stuck in a mass of webbing or as simple as a bonus to attack. Defined below are all of the game effects that can be applied to characters in *Neverwinter Nights*. These effects are displayed on the character's State Bar.

The most common sources of game effects are spells, spell-like abilities and equipped magic items. Bonuses from various sources can stack with each other but the same bonus or negative modifier from the same source can never be applied twice. For example the spell Bull's Strength provides a temporary bonus to Strength. The character can never have two bonuses applied from Bull's Strength at the same time even if the same caster cast the spell twice. However, if the character had a +3 bonus to Strength from Bull's Strength and a +2 bonus from a magic ring then these would stack to give the character a +5 total bonus to Strength. Bonuses applied from the same source do not stack but the higher is applied. So, if the character had Bull's Strength cast on them twice for a bonus of +5 and +2 respectively then the +5 would apply even if it were not the last spell cast.

---

### Ability Score Modified

**Modifier Range:** -10 to +10.

A single ability score is raised or lowered, possibly affecting the ability modifier. Ability damage falls under this effect category.

---

### AC Modified

**Modifier Range:** -5 to +5.

An Armor Class bonus is applied to the character. There are five types of AC bonuses in *Neverwinter Nights*: armor enhancement, shield enhancement, Dodge, natural, and deflection. Only Dodge bonuses can stack, up to a maximum of +10. For all other types of bonus, the single highest modifier is applied.

---

### Combat Enhancement Modified

**Modifier Range:** -5 to +5.

The character gains a non-cumulative bonus to attack and damage.

---

### Blindness

Blinded creatures have a 50% chance to miss entirely and a -4 penalty to all attack rolls.

### **Charmed**

When an outside agent charms an NPC, they are unable to initiate offensive action against that person or monster. When a PC is charmed, they are unable to initiate hostile action against the target agent for the remainder of the spell.

### **Concealment**

All persons attempting to attack the affected target have a percentage chance of failing their combat rolls before they even attempt an attack roll.

### **Confused**

While confused, the target creature will do one of three things: wander aimlessly, stand still or attack the nearest viable target.

### **Curse**

The affected character has one or more ability score reduced by a predetermined amount. Curse effects are generally permanent unless removed by powerful clerical spells.

### **Damage**

Damage reduces the current Hit Points of a creature by a specified amount. Damage can be classified into the following categories: acid, fire, cold, electrical, sonic, negative, magical, divine, bludgeoning, slashing or piercing.

### **Damage Modified**

**Modifier Range:** -5 to +5, +1d4, +1d6, +1d8, +1d10, and +2d6.

Modifies the amount of damage a character delivers by the specified amount and damage type. For example, a character could have a damage bonus of +1d4 fire or +2d6 acid.

### **Damage Immunity Modified**

**Modifier Range:** -100% to 100%.

Reflected as a percentage that modifies all incoming damage of a single type up or down. For example, a character with Fire Immunity 25% would take 30 points of damage from a Fireball spell that normally deals 40.

### **Damage Reduction**

This represents a creature's ability to ignore a certain amount of melee damage (bludgeoning, slashing or piercing) from a single hit, unless the weapon inflicting the wound has an enhancement bonus equal to or greater than the damage reduction. Damage reduction is listed along with the amount of damage ignored and the power of the weapon needed to penetrate the effect. Thus a creature with 20/+3 damage reduction ignores the first 20 points of damage from any weapon that does not have an enhancement bonus of +3 or greater. Non-melee damage, such as from elemental or magical attacks, is not affected by damage reduction.

### **Damage Resistance**

Creatures with this ability are able to ignore damage of a specific type up to a specified amount. Unlike damage reduction, damage resistance cannot be overcome with weapons that have a higher enhancement bonus. Like damage reduction, the amount of damage resisted is listed as a value and a damage type, such as Fire 20/-. This means that the first 20 points of fire damage dealt to the character is ignored entirely.

### **Darkness**

When a character is surrounded by magical darkness, he is considered blinded when trying to see other creatures and invisible when other creatures attempt to see him.

### **Deaf**

Deafened creatures are unable to make Listen checks and cannot receive calls and warnings from allies. They also have a 20% chance to fail any arcane spell they cast.

### **Dazed**

Dazed creatures are in a partial state of stupor. They are unable to initiate attacks, cast spells or use skills and feats. They can flee from combat.



---

## Death

Death can come about as a result of physical damage or of some horrible spell. In the case of player characters, death is merely a chance to return and adventure again. Most other creatures in the game are not so lucky, and death is a permanent state that cannot be reversed.

---

## Diseased

Diseases are one hazard that can deplete an adventurer's abilities and leave him weak and damaged. When a character first comes into contact with a disease, he makes a Fortitude saving throw. If this is successful, then the disease is resisted.

Otherwise, it begins to incubate within the character. After a specified number of in-game hours or the character's next rest, the disease will manifest itself in the form of ability damage.

Each time the character rests after the incubation period, he or she is required to make a Fortitude saving throw to resist further ability score damage. If the character successfully makes two of these saving throws in a row, the disease is removed.

Ability damage incurred from disease heals while resting.

Certain diseases have special carrier-effects, such as blindness or more nasty surprises, which can occur after the incubation period ends or after 24 game hours have passed.

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## Dominated

A dominated creature comes under the mental control of an outside agent. NPCs in this state are considered part of the PC's party and will fight and die for that PC. Player characters dominated by outside agents are wracked with horrible mental anguish and are considered dazed. A character may only dominate one other creature at a time.

---

## Entangled

Entangled creatures are unable to move and are considered flat-footed.

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## Frightened

Creatures struck with fear are forced to flee from the source of the fear and lose the ability to control their own actions.

Creatures have a -2 penalty to all saving throws while feared.

---

## Hasted

Hasted creatures gain a 50% bonus to movement speed, a +4 Dodge bonus to AC and an additional attack every round. All spellcasting times are cut in half for hasted characters.

---

## Immunity

Characters can be immune to any of the negative effects described in this section. For example, a character with disease immunity will never need fear the negative effects of disease.

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## Invisibility

Invisible attacking creatures get a 50% concealment bonus against enemy attacks and can ignore the Dexterity modifier of any opponent, unless that opponent has the Uncanny Dodge feat.

---

## Magic Immunity

Creatures can obtain or have specific immunities to magical spells and spell-like abilities of the following types:

- Individual spells
- Specific spell schools
- A spell of a particular level and below

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## Miss Chance

When this effect is applied, the afflicted character has a percentage chance of missing on any attack roll before his or her normal attack roll is made.

---

## Increased Attacks

Increases the number of base attacks a character is capable of making.

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## Movement Speed Modified

Increases or decrease the character's base movement speed by the given percentage.

---

## Negative Levels

Certain monsters are able to sap the life essence of other creatures. The draining effect of each negative level applies a -1 modifier to attack rolls, skill checks and saving throws. If a creature's negative levels ever meets or exceeds its current level, they die.

### **Paralysis**

Paralyzed individuals are unable to move or take actions of any kind and are considered prone. A paralyzed NPC with 4HD or less will be killed instantly if attacked.

### **Poison**

Poison afflicts the character by delivering ability damage in two stages. When initially struck, the character makes a Fortitude saving throw to resist the poison outright. If this roll fails, the character takes a specified amount of ability damage. After one minute has passed, the character must make another Fortitude saving throw or take additional ability damage. It is possible to remove poison before the second round of ability damage is delivered by using the Healing skill or the Neutralize Poison spell (however, any ability damage already suffered is not healed when the poison is cured). The ability damage received from poison can be removed by resting.

### **Prone**

Prone creatures are considered flat-footed and lose their Dexterity bonus to AC. All creatures attacking a prone individual get a +4 attack bonus.

### **Regenerate**

This determines how much damage a character heals over a given period of time.

### **Saving Throw Modified**

**Modifier Range:** -10 to +10.

Saving throws can be improved or reduced individually or as a whole. They can also be modified versus only certain effects, such as poison or mind-affecting spells or abilities.

### **Sanctuary**

Sanctuary allows a character to become artificially silent and hidden as long as those around him fail a Will saving throw.

### **Silence**

Creatures under the effects of silence make no noise while moving but are also unable to hear anything. Spellcasters are unable to cast spells with verbal components if silenced.

### **Skill Modified**

**Modifier Range:** -20 to +20.

Skill modifiers can be increased or decreased in effectiveness. This effect can apply to single skills or the entirety of a character's skills.

### **Sleep**

Creatures who are sleeping are considered flat-footed and all attacks made against them are made at a +4 attack bonus. Creature attacked while sleeping will wake up. A sleeping NPC with 4HD or less will be killed instantly if attacked.

### **Slow**

Slowed creatures will move at 50% of their current speed. They will also suffer a -2 penalty to AC, Reflex saves, and attack rolls, along with the loss of one attack per round. The slow effect can be countered with the haste effect.

### **Spell Resistance**

Creatures with spell resistance have the equivalent of armor versus spells. A caster level check (1d20 + caster level) must equal or exceed the spell resistance score or the spell has no effect.

### **Stunned**

Stunned creatures stand helplessly in a motionless stupor and are considered prone.

### **Summoned**

Creatures considered summoned are vulnerable to spells such as Dismissal and Holy Word, which banish summoned monsters.

### **Temporary HP**

This is temporary bonus to the character's current Hit Points. It is possible to have more current Hit Points than maximum Hit Points via this method. Temporary Hit Points cannot be healed or recovered.

### **Time Stop**

All motion and action in the world stops for everyone except the creature that has activated the time stop effect.

### **True Seeing**

Allows a character to see all creatures otherwise hidden by invisibility, sanctuary or stealth.

### **Turned**

Turned creatures are considered frightened and flee from the turning cleric for 10 rounds.

## **Spell Tactics**

Overcoming the protections of an enemy lich or countering his spells as he attempts to slay your summoned monsters makes spell tactics a valuable part of any spellcaster's array of knowledge. Spell tactics can be broken into the following sections: Allies, Dispelling and Counterspelling.

### **Allies**

Summoned allies are particularly vulnerable to spells such as Dismissal and Word of Faith.

### **Dispelling**

Generally, any spell that can strip enhancements and protections from another character is grouped as dispelling magic. Breach and Greater Spell Breach allow for immediate and instantaneous removal of a wide range of specific protections that can often prevent damage or spells from harming an enemy mage. Lesser Dispel Magic, Dispel Magic and Greater Dispel Magic all work to remove non-item effects from a character, as long as those effects are considered temporary and magical. However, these spells are not guaranteed to succeed. The more powerful the mage who placed the magic upon the target character, the more difficult it will be to remove his spells.

### **Counterspelling**

If a spellcaster enters Counterspell mode, he can prevent enemy casters from casting spells. To counter a spell, the countering mage must sacrifice a spell they are able to cast at the present time. The more mages that counter a single enemy mage's spell, the higher their chances of successfully negating the spell during its conjure phase. Lesser Dispel Magic, Dispel Magic, Greater Dispel Magic and Mordenkainen's Disjunction are universal

counterspells and are able to counter any spell that is of the same level or lower. Any spell can be countered by itself if both the casting and countering mage have the spell. Many spells also have specific counters that are usable as counterspells. For example, Haste can always be countered using Slow, and vice versa.

## **Spell Descriptions**

The game contains spell descriptions for every spell — simply examine a spell to read its description. Below is a summary of what the fields in the spell description describe.

**Caster Level:** Specifies the various classes that can use the spell and the level of the spell for that class.

**Innate Level:** The level at which the spell is countered using the universal counterspells and the level at which the spell is used for the creation of magic items within the NW Toolset.

**School:** The school the spell belongs to can determine its usage by specialty Wizards and Sorcerers.

**Descriptor:** This provides a general classification of the spell for the purposes of what immunities and protections can ignore or hamper the spell.

**Components:** Spells can have both Verbal and Somatic components, which are required to successfully cast the spell. Certain spells require only one component. The Silence effect prevents the use of spells that require a Verbal component.

**Range:** Spells have the following ranges: Touch, Short, Medium and Long.

**Area of Effect:** Spells have the following areas of effect: Personal, Single, Small, Medium, Large, Huge and Colossal.

**Duration:** Defines how long the spell will last in Rounds, Turns or Hours.

**Additional Counter Spells:** The spell or spells that can counter the specified spell in addition to the universal counters and itself.

**Save:** Specifies whether the spell has a saving throw and the results of making the save.

**Spell Resistance:** Specifies whether magic resistance is effective against the spell.

**Description:** A short description of what the spell does in game.

## Spell Summaries

Below is a quick summary of all the spells, grouped by class and level. Full descriptions appear in the game.

### Bard

#### 0-Level Bard Spells

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**Cure Minor Wounds:** Heal 4 points of damage.

**Daze:** If 5 HD or less, target is dazed.

**Flare:** -1 penalty to attack rolls.

**Light:** Create small light source.

**Resistance:** +1 bonus to all saving throws.

#### 1st-Level Bard Spells

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**Amplify:** Decreases the DC of hearing sounds in the caster's area by 20.

**Balagarn's Iron Horn:** Every creature that fails a Strength check is knocked down for one round.

**Charm Person:** 50% bonus in target's personal reputation to caster.

**Cure Light Wounds:** 1d8 points of damage +1/level healed.

**Grease:** Slows or knocks down opponents.

**Identify:** Gain a 25 + 1 per caster level bonus to Lore skill.

**Lesser Dispel:** Weak version of Dispel Magic

**Mage Armor:** +4 AC bonus.

**Magic Weapon:** Add a +1 enhancement bonus to one weapon.

**Protection from Alignment:** Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.

**Scare:** Causes fear in weak creatures.

**Sleep:** Causes 2d4 HD of creatures to fall asleep.

**Summon Creature I:** Summons a dire badger.

#### 2nd-Level Bard Spells

---

**Blindness/Deafness:** The target creature is struck blind and deaf.

**Bull's Strength:** Target creature's Strength is increased by 1d4+1.

**Cat's Grace:** The target creature's Dexterity is increased by 1d4+1.

**Clarity:** Removes sleep, confusion, stun, and charm effects and protects against same.

**Cloud of Bewilderment:** Enemies in the area of effect are stunned and blinded for 1d6 rounds.

**Cure Moderate Wounds:** Heal 2d8 points of damage + 1/level.

**Darkness:** Cover creatures in a shroud of darkness.

**Eagle's Splendor:** Target's Charisma increases by 1d4 +1.

**Fox's Cunning:** Target's Intelligence increases by 1d4 +1.

**Ghostly Visage:** 10/+2 damage reduction; immune to level 1 spells or lower.

**Hold Person:** Target humanoid is paralyzed.

**Invisibility:** Target invisible until attacks or casts a spell.

**Owl's Wisdom:** Target's Wisdom increases by 1d4 + 1.

**See Invisibility:** Target creature is able to see all invisible creatures.

**Silence:** Creates a zone of silence around target creature.

**Sound Burst:** 1d8 sonic damage to creatures in area.

**Summon Creature II:** Summons a dire boar.

**Ultravision:** Darkvision and low-light vision.

#### 3rd-Level Bard Spells

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**Bestow Curse:** Lowers all of the target creature's ability scores by 2.

**Charm Monster:** Make monster believe it is your ally.

**Clairaudience/Clairvoyance:** Target gains +10 bonus to Spot and Listen checks.

**Confusion:** Target behaves erratically.

**Cure Serious Wounds:** Heal 3d8 points of damage +1/level.

**Dispel Magic:** Remove magical effects from creatures.

**Fear:** Make enemies run away.

**Find Traps:** +10 to Search checks.

**Greater Magic Weapon:** One weapon gains a +1 enhancement bonus per 3 caster levels (maximum of +5).

**Haste:** One extra attack action per round and movement is increased by 50%.

**Invisibility Sphere:** Self and allies hidden in a sphere of invisibility.  
**Keen Edge:** The critical threat range of one weapon is extended.  
**Magic Circle Against Alignment:** Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

**Remove Curse:** All curses removed from target.

**Remove Disease:** All diseases removed from target.

**Slow:** Target movement rate lowered by 50%.

**Summon Creature III:** Summons a dire wolf.

**Wounding Whispers:** 1d6 (+1 per level) sonic damage to any creature that hits the caster.

---

#### 4th-Level Bard Spells

**Cure Critical Wounds:** Heals 4d8 points of damage +1 per caster level.

**Dismissal:** All associates of target are unsummoned.

**Dominate Person:** Target temporarily becomes under the caster's control.

**Hold Monster:** Target monster is paralyzed.

**Improved Invisibility:** Attack and cast spells while remaining concealed.

**Legend Lore:** +10 bonus to Lore checks, +1 per 2 caster levels.

**Neutralize Poison:** Target cured, if poisoned.

**Summon Creature IV:** Summons a dire spider.

**War Cry:** +2 bonus to attack and damage for allies; all enemies are stricken with fear.

---

#### 5th-Level Bard Spells

**Ethereal Visage:** 20/+3 damage reduction and immunity to spells of 2nd level and lower.

**Greater Dispelling:** More powerful version of Dispel Magic.

**Healing Circle:** All friends nearby heal for 1d8 + 1 point per caster level.

**Mind Fog:** -10 penalty on Will saving throws while in the fog.

**Summon Creature V:** Summons a dire tiger.

---

#### 6th-Level Bard Spells

**Dirge:** Enemies in area suffer 2 points of Strength and Dexterity ability score damage each round.

**Energy Buffer:** Target gains damage resistance 40/- against elemental damage.

**Ice Storm:** 3d6 bludgeoning and 2d6 cold damage.

**Mass Haste:** Nearby allies gain one extra attack action per round and a 50% increase in movement speed.

**Summon Creature VI:** Summons a dire bear.

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#### Cleric

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##### 0-Level Cleric Spells

**Cure Minor Wounds:** Heal 4 points of damage.

**Inflict Minor Wounds:** Target suffers 1 point of damage. Inflict spells have a reverse effect when used on undead.

**Light:** Create small light source.

**Resistance:** +1 bonus to all saving throws.

**Virtue:** 1 temporary hit point.

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##### 1st-Level Cleric Spells

**Bane:** Caster's enemies suffer a -1 penalty on attack rolls and saving throws against fear.

**Bless:** +1 attack and damage for all allies near caster.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Divine Favor:** Caster gains +1 bonus to attack and weapon damage for every three caster levels (to a maximum of +5).

**Doom:** Target receives -2 modifier to attack and damage rolls; saving throws, ability and skill checks.

**Endure Elements:** 10/- damage resistance against all elemental forms of damage.

**Entropic Shield:** 20% miss chance against all ranged attacks.

**Inflict Light Wounds:** If the caster succeeds in striking an opponent with a touch attack, the target suffers 1d8 points of damage, +1 point per caster level (to a maximum of +5). Inflict spells have a reverse effect when used on undead, healing instead of harming them.

**Magic Weapon:** Add a +1 enhancement bonus to one weapon.

**Protection from Alignment:** Target receives +2 AC bonus and +2 saving throw bonus against creatures of a particular alignment.

**Remove Fear:** All fear effects are removed from target.

**Sanctuary:** Caster's presence is ignored by nearby creatures.

**Scare:** Causes fear in weak creatures.

**Shield of Faith:** Target gains a +2 deflection bonus to Armor Class, with an additional +1 bonus for every six levels of the caster (maximum of +5).

**Summon Creature I:** Summons a dire badger.

## 2nd-Level Cleric Spells

**Aid:** Target receives +1 bonus to attacks and saving throws vs. fear; +1d8 hit points.

**Bull's Strength:** Target creature's Strength is increased by 1d4+1.

**Cure Moderate Wounds:** Heal 2d8 points of damage + 1/level.

**Darkness:** Cover creatures in a shroud of darkness.

**Eagle's Splendor:** Target's Charisma increases by 1d4 +1.

**Endurance:** Target's Constitution increases by 1d4 + 1.

**Find Traps:** +10 to Search checks.

**Fox's Cunning:** Target's Intelligence increases by 1d4 +1.

**Hold Person:** Target humanoid is paralyzed.

**Inflict Moderate Wounds:** Target suffers 2d8 points of damage, +1 point per caster level to a maximum of +10. Inflict spells have a reverse effect when used on undead.

**Lesser Dispel:** Weak version of Dispel Magic

**Lesser Restoration:** Removes all effects that apply ability score, AC, attack, damage, spell resistance or saving throw penalties.

**Negative Energy Ray:** 1d6 points of damage from negative energy ray.

**Owl's Wisdom:** Target's Wisdom increases by 1d4 + 1.

**Remove Paralysis:** All paralysis and hold effects removed from target.

**Resist Elements:** 20/- damage resistance against all elemental forms of damage.

**Silence:** Creates a zone of silence around target creature.

**Sound Burst:** 1d8 sonic damage to creatures in area.

**Stone Bones:** The target undead gains a +3 natural armor class bonus, due to the thickening of its bones.

**Summon Creature II:** Summons a dire boar.

**Ultravision:** Darkvision and low-light vision.

## 3rd-Level Cleric Spells

**Animate Dead:** Summons forth an undead minion.

**Bestow Curse:** Lowers all of the target creature's ability scores by 2.

**Blindness/Deafness:** The target creature is struck blind and deaf.

**Clarity:** Removes sleep, confusion, stun, and charm effects and protects against same.

**Contagion:** Random disease afflicts target.

**Continual Flame:** Magical flame that burns as bright as a torch.

**Cure Serious Wounds:** Heal 3d8 points of damage +1/level.

**Darkfire:** The caster immolates a non-magical weapon so that it does 1d6 points of fire damage, +1 per two caster levels (maximum of +10).

**Dispel Magic:** Remove magical effects from creatures.

**Glyph of Warding:** The caster creates a small, magical zone that can detect the passage of enemy creatures. When the field is activated, it explodes, doing 1d8 points of sonic damage per two caster levels to all within the area of effect (to a maximum of 5d8).

**Inflict Serious Wounds:** Target suffers 3d8 points of damage, +1 point per caster level to a maximum of +15. Inflict spells have a reverse effect when used on undead.

**Invisibility Purge:** Removes all invisibility from nearby creatures.

**Magic Circle Against Alignment:** Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

**Magic Vestment:** One suit of armor or a shield gains a +1 AC bonus per 3 caster levels (maximum of +5).

**Negative Energy Protection:** Target immune to all negative energy attacks.

**Prayer:** Allies gain +1 to attack, damage, skill, and saving throw rolls; enemies receive -1 penalty to same.

**Protection from Elements:** 30/- damage resistance against all elemental forms of damage.

**Remove Blindness/Deafness:** All nearby allies cured of blindness and deafness.

**Remove Curse:** All curses removed from target.

**Remove Disease:** All diseases removed from target.

**Searing Light:** Undead suffer 1d8/level; Constructs 1d6/level; other 1d8 per 2 caster levels.

**Summon Creature III:** Summons a dire wolf.

#### 4th-Level Cleric Spells

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**Cure Critical Wounds:** Heals 4d8 points of damage +1 per caster level.

**Death Ward:** Target becomes immune to any death spells or effects.

**Dismissal:** All associates of target are unsummoned.

**Divine Power:** Cleric gains bonus hit points, Strength becomes 18 and attack bonus improves.

**Freedom of Movement:** Target becomes immune to paralysis.

**Greater Magic Weapon:** One weapon gains a +1 enhancement bonus per 3 caster levels (maximum of +5).

**Hammer of the Gods:** 1d8 damage per 2 caster levels.

**Inflict Critical Wounds:** target suffers 4d8 points of damage, +1 point per caster level to a maximum of +20. Inflict spells have a reverse effect when used on undead.

**Neutralize Poison:** Target cured, if poisoned.

**Poison:** Inflict poison on target.

**Restoration:** Removes most effects, including level drain and blindness.

**Summon Creature IV:** Summons a dire spider.

#### 5th-Level Cleric Spells

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**Battletide:** The caster creates an aura that steals energy from its enemies. They suffer a -2 circumstance penalty on saves, attack rolls and damage rolls, once entering the aura. The caster gains a +2 circumstance bonus to saves, attack rolls and damage rolls.

**Circle of Doom:** Carpet of insects attacks at your command.

**Flame Strike:** 1d6 fire and divine damage/level.

**Healing Circle:** All friends nearby heal for 1d8 + 1 point per caster level.

**Monstrous Regeneration:** Target creature gains the ability to regenerate 3 Hit Points every round.

**Raise Dead:** Returns one target corpse to life.

**Slay Living:** Target must make Fortitude save or die.

**Spell Resistance:** 12 +1 per caster level spell resistance.

**Summon Creature V:** Summons a dire tiger.

**True Seeing:** Can see through Sanctuary and Invisibility spells.

#### 6th-Level Cleric Spells

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**Banishment:** Destroys a number of summoned creatures equal to twice the caster's level in HD.

**Blade Barrier:** Creates a wall of blades; 1d6/level damage.

**Control Undead:** Dominate one undead creature.

**Create Undead:** Creates one undead creature.

**Greater Dispelling:** More powerful version of Dispel Magic.

**Greater Sanctuary:** Caster becomes ethereal and can't be detected. Attacking or performing a hostile action will dispel Greater Sanctuary.

**Harm:** Target reduced to 1d4 hit points.

**Heal:** Target is fully healed.

**Planar Ally:** Summons an outsider whose type varies with the caster's alignment.

**Summon Creature VI:** Summons a dire bear.

**Undeath to Death:** This spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). This spell affects creatures with the lowest hit-dice first.

#### 7th-Level Cleric Spells

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**Destruction:** Target must save or die.

**Greater Restoration:** Removes most temporary and all permanent negative effects.

**Regenerate:** 6 hit points every round regenerated.

**Resurrection:** Returns a single target corpse to life with full hit points.

**Summon Creature VII:** Summons a huge elemental of random type.

**Word of Faith:** Enemies stunned or killed.

#### 8th-Level Cleric Spells

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**Aura Versus Alignment:** +4 AC, immunity to mind-affecting spells, and SR 25 against creatures of the specified alignment.

**Create Greater Undead:** Creates a powerful undead creature.

**Earthquake:** 1d6 points of damage per caster level (to a maximum of 10d6) to all creatures in the area of effect except the caster.

**Fire Storm:** Rain of fire; 1d6 damage/level.

**Mass Heal:** All allies nearby are fully healed.

**Summon Creature VIII:** Summons a greater elemental of random type.

**Sunbeam:** 1d6 damage/level to undead; 3d6 damage to others.

### 9th-Level Cleric Spells

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**Energy Drain:** Target temporarily gains 2d4 negative levels.

**Gate:** Summon forth a Balor.

**Implosion:** Kills all living things within area of effect.

**Storm of Vengeance:** 3d6 acid damage each round.

**Summon Creature IX:** Summons an elder elemental of random type.

**Undeath's Eternal Foe:** Grants immunity to negative damage, immunity to level/energy drain, immunity to ability score decreases, immunity to poisons and immunity to diseases to all allies.

## Druid

### 0-Level Druid Spells

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**Cure Minor Wounds:** Heal 4 points of damage.

**Flare:** -1 penalty to attack rolls.

**Light:** Create small light source.

**Resistance:** +1 bonus to all saving throws.

**Virtue:** 1 temporary hit point.

### 1st-Level Druid Spells

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**Camouflage:** +10 competence bonus to any Hide checks.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Endure Elements:** 10/- damage resistance against all elemental forms of damage.

**Entangle:** Trap enemies with clinging vegetation.

**Grease:** Slows or knocks down opponents.

**Magic Fang:** +1 to hit and +1 to damage to caster's animal companion.

**Sleep:** Causes 2d4 HD of creatures to fall asleep.

**Summon Creature I:** Summons a dire badger.

**Ultravision:** Darkvision and low-light vision.

### 2nd-Level Druid Spells

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**Barkskin:** Hardens the target creature's skin, improving Armor Class.

**Blood Frenzy:** +2 bonus to Strength and Constitution and +1 bonus to Will saves, while suffering a -1 penalty to AC.

**Bull's Strength:** Target creature's Strength is increased by 1d4+1.

**Charm Person or Animal:** Makes one person or animal your friend.

**Flame Lash:** 2d6 fire damage + 1d6 per caster level above 3.

**Hold Animal:** Target animal is paralyzed.

**Lesser Dispel:** Weak version of Dispel Magic

**Lesser Restoration:** Removes all effects that apply ability score, AC, attack, damage, spell resistance or saving throw penalties.

**One With the Land:** +4 competence bonus to Animal Empathy, Hide, Move Silently and Set Trap skills.

**Resist Elements:** 20/- damage resistance against all elemental forms of damage.

**Summon Creature II:** Summons a dire boar.

### 3rd-Level Druid Spells

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**Call Lightning:** 1d6/level damage from bolt of lightning.

**Contagion:** Random disease inflicts target.

**Cure Moderate Wounds:** Heal 2d8 points of damage + 1/level.

**Dominate Animal:** Target animal temporarily becomes under the caster's control.

**Greater Magic Fang:** +1 to hit and +1 to damage to animal companion for every three levels of the caster (maximum of +5).

**Healing Sting:** Inflict 1d6 points of damage, +1 per caster level, to the living creature touched and gain an equal amount of Hit Points.

**Infestation of Maggots:** The caster infests one target with maggot-like creatures. They deal 1d4 points of temporary Constitution damage each round.

**Neutralize Poison:** Target cured, if poisoned.

**Poison:** Inflict poison on target.

**Protection from Elements:** 30/- damage resistance against all elemental forms of damage.

**Quillfire:** Inflicts 1d8 points of damage (+1 per 2 levels of the caster, to a maximum of +5), plus Scorpion Venom on target.



**Remove Disease:** All diseases removed from target.

**Spike Growth:** 1d4 points of damage each round that an opponent remains within the afflicted area.

**Summon Creature III:** Summons a dire wolf.

#### 4th-Level Druid Spells

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**Cure Serious Wounds:** Heal 3d8 points of damage +1/level.

**Dispel Magic:** Remove magic effects from creatures.

**Flame Strike:** 1d6 fire and divine damage/level.

**Freedom of Movement:** Target becomes immune to paralysis.

**Hold Monster:** Target monster is paralyzed.

**Mass Camouflage:** +10 bonus to all allies' Hide skills.

**Stoneskin:** 10/+5 points of damage reduction.

**Summon Creature IV:** Summons a dire spider.

#### 5th-Level Druid Spells

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**Awaken:** Animal companion is temporarily improved.

**Cure Critical Wounds:** Heals 4d8 points of damage +1 per caster level.

**Death Ward:** Target becomes immune to any death spells or effects.

**Ice Storm:** 3d6 bludgeoning and 2d6 cold damage.

**Inferno:** Each round, the target will suffer 2d6 points of fire damage.

**Owl's Insight:** Target gains an enhancement bonus to Wisdom equal to half the caster's level.

**Slay Living:** Target must make Fortitude save or die.

**Spell Resistance:** 12 +1 per caster level spell resistance.

**Summon Creature V:** Summons a dire tiger.

**Vine Mine:** The caster creates sinuous vines, capable of performing one of three actions: entangle (as the spell); hamper movement (movement speed is halved); camouflage (add +4 competence bonus on Hide checks).

**Wall of Fire:** 4d6 points of fire damage.

#### 6th-Level Druid Spells

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**Crumble:** This spell inflicts 1d6 points of damage per caster level to a selected Construct (to a maximum of 15d6).

**Drown:** Any target failing its saving throw will take 90% of its HP in damage. Golems and other nonliving creatures cannot be drowned.

**Energy Buffer:** Target gains damage resistance 40/- against elemental damage.

**Greater Dispelling:** More powerful version of Dispel Magic.

**Greater Stoneskin:** 20/+5 damage reduction.

**Healing Circle:** All friends nearby heal for 1d8 + 1 point per caster level.

**Regenerate:** 6 hit points every round regenerated.

**Stonehold:** Creates a cloud that paralyzes any creatures inside of it, encasing them in stone for 1d6 rounds.

**Summon Creature VI:** Summons a dire bear.

#### 7th-Level Druid Spells

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**Aura of Vitality:** All allies within the area of effect receive a +4 bonus to Strength, Constitution, and Dexterity.

**Creeping Doom:** Carpet of insects attacks at your command.

**Fire Storm:** Rain of fire; 1d6 damage/level.

**Harm:** Target reduced to 1d4 hit points.

**Heal:** Target is fully healed.

**Summon Creature VII:** Summons a huge elemental of random type.

**True Seeing:** Can see through Sanctuary and Invisibility spells.

#### 8th-Level Druid Spells

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**Bombardment:** 1d8 points of damage per caster level (max 10d8) to all enemies in the area.

**Finger of Death:** Target dies.

**Nature's Balance:** Lowers enemies spell resistance by 1d4 per 5 levels of the caster. Heals allies.

**Premonition:** Damage reduction of 30/+5.

**Summon Creature VIII:** Summons a greater elemental of random type.

**Sunbeam:** 1d6 damage/level to undead; 3d6 damage to others.

**Sunburst:** 1d6 points of damage per caster level to all undead creatures, to a maximum of 25d6 (6d6 points of damage to creatures that are not undead). Vampires are destroyed instantly if they fail a Reflex saving throw. Any enemy who fails a reflex saving throw will be blinded permanently

## 9th-Level Druid Spells

**Earthquake:** 1d6 points of damage per caster level (to a maximum of 10d6) to all creatures in the area of effect except the caster.

**Elemental Swarm:** One 24 HD Elemental under control of Druid.

**Mass Heal:** All allies nearby are fully healed.

**Shapechange:** Able to transform into a dragon, giant, Balor, Slaad, or golem.

**Storm of Vengeance:** 3d6 acid damage each round.

**Summon Creature IX:** Summons an elder elemental of random type.

## Paladin

### 1st-Level Paladin Spells

**Bless:** +1 attack and damage for all allies near caster.

**Bless Weapon:** One melee weapon gains a +1 enhancement bonus and a 2d6 damage bonus vs. undead.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Deafening Clang:** Empowers a weapon with a +1 attack bonus, a +3 sonic damage bonus and the ability to deafen the creature that is struck with it.

**Divine Favor:** Caster gains +1 bonus to attack and weapon damage for every three caster levels (to a maximum of +5).

**Endure Elements:** 10/- damage resistance against all elemental forms of damage.

**Protection from Alignment:** Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.

**Resistance:** +1 bonus to all saving throws.

**Virtue:** 1 temporary hit point.

### 2nd-Level Paladin Spells

**Aid:** Target receives +1 bonus to attacks and saving throws vs. fear; +1d8 hit points.

**Aura of Glory:** +4 Charisma bonus. All allies gain a +4 bonus to saving throws vs. Fear.

**Bull's Strength:** Target creature's Strength is increased by 1d4+1.

**Eagle's Splendor:** Target's Charisma increases by 1d4 +1.

**Remove Paralysis:** All paralysis and hold effects removed from target.

**Resist Elements:** 20/- damage resistance against all elemental

forms of damage.

### 3rd-Level Paladin Spells

**Cure Moderate Wounds:** Heal 2d8 points of damage + 1/level.

**Dispel Magic:** Remove magical effects from creatures.

**Magic Circle Against Alignment:** Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

**Prayer:** Allies gain +1 to attack, damage, skill, and saving throw rolls; enemies receive -1 penalty to same.

**Remove Blindness/Deafness:** All nearby allies cured of blindness and deafness.

### 4th-Level Paladin Spells

**Cure Serious Wounds:** Heal 3d8 points of damage +1/level.

**Death Ward:** Target becomes immune to any death spells or effects.

**Freedom of Movement:** Target becomes immune to paralysis.

**Holy Sword:** The paladin's melee weapon becomes a powerful Holy Avenger.

**Neutralize Poison:** Target cured, if poisoned.

## Ranger

### 1st-Level Ranger Spells

**Camouflage:** +10 competence bonus to any Hide checks.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Entangle:** Trap enemies with clinging vegetation.

**Grease:** Slows or knocks down opponents.

**Magic Fang:** +1 to hit and +1 to damage to caster's animal companion.

**Resist Elements:** 20/- damage resistance against all elemental forms of damage.

**Summon Creature I:** Summons a dire badger.

**Ultravision:** Darkvision and low-light vision.

### 2nd-Level Ranger Spells

**Cat's Grace:** The target creature's Dexterity is increased by 1d4+1.

**Hold Animal:** Target animal is paralyzed.

**One With the Land:** +4 competence bonus to Animal Empathy, Hide, Move Silently and Set Trap skills.

**Protection from Elements:** 30/- damage resistance against all

elemental forms of damage.

**Sleep:** Causes 2d4 HD of creatures to fall asleep.

**Summon Creature II:** Summons a dire boar.

### 3rd-Level Ranger Spells

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**Aid:** Target receives +1 bonus to attacks and saving throws vs. fear; +1d8 hit points.

**Blade Thirst:** One slashing weapon gains a +3 enhancement bonus.

**Cure Moderate Wounds:** Heal 2d8 points of damage + 1/level.

**Greater Magic Fang:** +1 to hit and +1 to damage to animal companion for every three levels of the caster (maximum of +5).

**Invisibility Purge:** Removes all invisibility from nearby creatures.

**Neutralize Poison:** Target cured, if poisoned.

**Remove Disease:** All diseases removed from target.

**Summon Creature III:** Summons a dire wolf.

### 4th-Level Ranger Spells

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**Cure Serious Wounds:** Heal 3d8 points of damage +1/level.

**Freedom of Movement:** Target becomes immune to paralysis.

**Mass Camouflage:** +10 bonus to all allies' Hide skills.

**Polymorph Self:** Caster is able to turn himself into a pixie, troll, umber hulk, giant spider, or zombie.

**Summon Creature IV:** Summons a dire spider.

## Sorcerer/Wizard Spells

### 0-Level Sorcerer/Wizard Spells (Cantrips)

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**Acid Splash (Conjuration):** 1d3 points of acid damage.

**Daze (Enchantment):** If 5 HD or less, target is dazed.

**Electric Jolt (Evocation):** 1d3 points of electrical damage to a target.

**Flare (Evocation):** Dazzles one creature (-1 penalty to attack rolls).

**Light (Evocation):** Create small light source.

**Ray of Frost (Conjuration):** 1d4 cold damage.

**Resistance (Abjuration):** +1 bonus to all saving throws.

### 1st-Level Sorcerer/Wizard Spells

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**Burning Hands (Transmutation):** 1d4/level fire damage from cone of fire.

**Charm Person (Enchantment):** Makes one person your friend.

**Color Spray (Illusion):** Knocks unconscious, blinds, or stuns creatures.

**Endure Elements (Abjuration):** 10/- damage resistance against all elemental forms of damage.

**Expeditious Retreat (Transmutation):** Caster's speed increases by 150%. This spell has no effect if the caster is already hasted.

**Grease (Conjuration):** Slows or knocks down opponents.

**Horizikaul's Boom:** The target takes 1d4 points of sonic damage per two caster levels (maximum 5d4) and must make a Will save or be deafened for 1d4 rounds.

**Ice Dagger:** The caster creates a dagger shaped piece of ice that flies toward the target and deals 1d4 points of cold damage per level (maximum of 5d4).

**Identify (Divination):** Gain a 25 + 1 per caster level bonus to Lore skill checks.

**Iron Guts:** The target gains a +4 circumstance bonus on Fortitude saves against all poisons.

**Mage Armor (Conjuration):** +4 AC bonus.

**Magic Missile (Evocation):** 1 missile every 2 levels and each missile does 1d4 + 1 damage.

**Magic Weapon:** Add a +1 enhancement bonus to one item.

**Negative Energy Ray (Necromancy):** 1d6 points of damage from negative energy ray.

**Protection from Alignment (Abjuration):** Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.

**Ray of Enfeeblement (Necromancy):** 1d6 Strength damage.

**Scare (Necromancy):** Causes fear in weak creatures.

**Shelgarn's Persistent Blade:** The caster summons a dagger that acts as a faithful and loyal servant.

**Shield (Abjuration):** Gives +4 bonus to AC, blocks Magic Missile spell.

**Sleep (Enchantment):** Causes 2d4 HD of creatures to fall asleep.

**Summon Creature I (Conjuration):** Summons a dire badger.

**True Strike (Divination):** +20 bonus on next attack roll.

## 2nd-Level Sorcerer/Wizard Spells

**Balagarn's Iron Horn (Enchantment):** Shakes all creatures in the area of effect from their feet.

**Blindness/Deafness (Enchantment):** The target creature is struck blind and deaf.

**Bull's Strength (Transmutation):** Target creature's Strength is increased by 1d4+1.

**Cat's Grace (Transmutation):** The target creature's Dexterity is increased by 1d4+1.

**Cloud of Bewilderment:** Enemies in the area of effect are stunned and blinded 1d6 rounds.

**Combust:** An eruption of flame causes 2d6 fire damage +1 point per caster level (maximum +10) with no saving throw to a target. Further, the creature must make a Reflex save or catch fire taking a further 1d6 points of damage.

**Continual Flame (Evocation):** Creates a magical flame that burns like a torch until dispelled.

**Darkness (Evocation):** Cover creatures in a shroud of darkness.

**Death Armor:** A magical aura surrounds the caster — injuring creatures that touch it. Any creature striking the caster takes 1d4 points of damage +1 point per two caster levels (maximum +5).

**Eagle's Splendor (Transmutation):** Target's Charisma increases by 1d4 +1.

**Endurance (Transmutation):** Target's Constitution increases by 1d4 +1.

**Flame Weapon:** Sets a melee weapon aflame, granting 1d4 points of fire damage +1 per caster level to a maximum of +10. You can target a specific weapon or a creature with this spell.

**Fox's Cunning (Transmutation):** Target's Intelligence increases by 1d4 +1.

**Gedlee's Electric Loop:** Lightning cycles through all creatures in the area of effect and deals 1d6 points of damage per two caster levels (maximum 5d6). Those who fail. Reflex save must make a Will save or be stunned for 1 round.

**Ghostly Visage (Illusion):** 10/+2 damage reduction; immune to 0- and 1st-level spells.

**Ghoul Touch (Necromancy):** Paralyze target with touch attack.

**Invisibility (Illusion):** Target invisible until attacks or casts a spell.

**Knock (Transmutation):** Able to unlock doors and containers.

**Lesser Dispel (Abjuration):** Weak version of Dispel Magic

**Melf's Acid Arrow (Conjuration):** Acid bolt does 3d6 damage plus 1d6 per round until spell expires.

**Owl's Wisdom (Transmutation):** Target's Wisdom increases by 1d4 +1.

**Resist Elements (Abjuration):** 20/- damage resistance against all elemental forms of damage.

**See Invisibility (Divination):** Target creature is able to see all invisible creatures.

**Stone Bones:** The target undead gains a +3 natural armor class bonus, due to the thickening of its bones.

**Summon Creature II (Conjuration):** Summons a dire boar.

**Tasha's Hideous Laughter (Enchantment):** Target begins laughing hysterically and is unable to defend themselves until the spell wears off.

**Ultravision (Transmutation):** Darkvision and low-light vision.

**Web (Conjuration):** Trap enemies in a web.

## 3rd-Level Sorcerer/Wizard Spells

**Clairaudience/Clairvoyance (Divination):** Target gains +10 bonus to Spot and Listen checks.

**Clarity (Necromancy):** Removes sleep, confusion, stun, and charm effects and protects against same.

**Dispel Magic (Abjuration):** Remove magical effects from creatures.

**Displacement (Illusion):** Attacks miss subject 50%.

**Find Traps (Divination):** +10 to Search checks.

**Fireball (Evocation):** 1d6 fire damage/level.

**Flame Arrow (Conjuration):** 4d6 damage per fire arrow; 1 arrow every 4 levels.

**Greater Magic Weapon:** One weapon is gains a +1 enhancement bonus per three caster levels (maximum of +5).

**Gust of Wind (Evocation):** Blast of air knocks down creatures and disperses effects such as Cloudkill.

**Haste (Transmutation):** One extra attack action per round and movement is increased by 50%.

**Hold Person (Enchantment):** Target humanoid is paralyzed.

**Invisibility Sphere (Illusion):** Self and allies hidden in a sphere of invisibility.

**Keen Edge:** The critical threat range of one weapon is extended.

**Lightning Bolt (Evocation):** 1d6 points of electricity damage/level.

**Magic Circle Against Alignment (Abjuration):** Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

**Mestil's Acid Breath:** A cone of acidic droplets inflicts 1d6 points of acid damage per caster level (maximum 10d6).

**Negative Energy Burst (Necromancy):** 1d8 points of negative energy damage + 1 per level.

**Protection from Elements (Abjuration):** 30/- damage resistance against all elemental forms of damage.

**Scintillating Sphere:** A crackling electric projectile does 1d6 points of electric damage per caster level, to a maximum of 10d6, to all creatures in area of effect.

**Slow (Transmutation):** Target movement rate lowered by 50%.

**Stinking Cloud (Conjuration):** Creatures are dazed and nauseated.

**Summon Creature III (Conjuration):** Summons a dire wolf.

**Vampiric Touch (Necromancy):** 1d6 damage for every two caster levels.

#### 4th-Level Sorcerer/Wizard Spells

**Bestow Curse (Transmutation):** Lowers all of the target creature's ability scores by two.

**Charm Monster:** Make monster believe it is your ally.

**Confusion (Enchantment):** Target behaves erratically.

**Contagion (Necromancy):** Random disease inflicts target.

**Elemental Shield (Evocation):** A ring of fire damages attackers and grants 50% cold/fire resistance to caster.

**Enervation (Necromancy):** Target temporarily gains 1d4 negative levels.

**Evard's Black Tentacles (Conjuration):** Trap and attack enemies with tentacles.

**Fear (Necromancy):** Make enemies run away.

**Ice Storm (Evocation):** 3d6 bludgeoning and 2d6 cold damage.

**Improved Invisibility (Illusion):** Attack and cast spells while remaining concealed.

**Isaac's Lesser Missile Storm (Evocation):** One missile (1d6 damage) per caster level (maximum of 10 missiles).

**Lesser Spell Breach (Abjuration):** Strips an enemy mage of up to three defenses.

**Minor Globe of Invulnerability (Abjuration):** Prevents all 3rd-level and lower spells from affecting caster.

**Phantasmal Killer (Illusion):** Kills the target.

**Polymorph Self (Transmutation):** Caster is able to turn himself into a pixie, troll, umber hulk, giant spider, or zombie.

**Remove Blindness/Deafness (Divination):** All nearby allies cured of blindness and deafness.

**Remove Curse (Abjuration):** All curses removed from target.

**Shadow Conjuration (Illusion):** Able to conjure one of Darkness, Invisibility, Mage Armor, Magic Missile, or Summon Shadow.

**Stoneskin (Abjuration):** 10/+5 points of damage reduction.

**Summon Creature IV (Conjuration):** Summons a dire spider.

**Wall of Fire (Evocation):** 4d6 points of fire damage.

#### 5th-Level Sorcerer/Wizard Spells

**Animate Dead (Necromancy):** Summons forth an undead minion.

**Ball Lightning:** The caster creates a ball of lightning that strikes your target. The damage of the ball is 1d6 per level to a maximum of 15d6.

**Bigby's Interposing Hand (Evocation):** Hand provides cover against one opponent, who suffers -10 attack penalty.

**Cloudkill (Conjuration):** Kills 3 HD or less creatures; 4-6 HD creatures must save or die.

**Cone of Cold (Evocation):** 1d6 cold damage/level.

**Dismissal (Abjuration):** All associates of target are unsummoned.

**Dominate Person (Enchantment):** Target temporarily becomes under the caster's control.

**Energy Buffer (Abjuration):** Target gains damage resistance 40/- against elemental damage.

**Feeblemind (Divination):** 1d4 points of Intelligence damage/level to target.

**Firebrand (Evocation):** Balls of flame (one per caster level) explode for 1d6 points of damage per caster level each (to a maximum of 15d6).

**Greater Shadow Conjuration (Illusion):** Conjure a shadow variant of a variety of spells.

**Hold Monster (Enchantment):** Target monster is paralyzed.

**Lesser Mind Blank (Abjuration):** Renders target immune to mind-affecting spells; removes any current mind-affecting spells.

**Lesser Planar Binding (Conjuration):** Control or summon an outsider.

**Lesser Spell Mantle (Abjuration):** Absorb up to 1d4 + 6 levels of spells.

**Mestil's Acid Sheath:** Any creature striking the caster takes 1d6 points +2 points per caster level of acid damage.

**Mind Fog (Enchantment):** -10 penalty on Will saving throws while in the fog.

**Summon Creature V (Conjuration):** Summons a dire tiger.

#### 6th-Level Sorcerer/Wizard Spells

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**Acid Fog (Conjuration):** Slows creatures within fog and deals acid damage.

**Bigby's Forceful Hand (Evocation):** Hand pushes creature away.

**Chain Lightning (Evocation):** 1d6 damage/level; secondary bolts.

**Circle of Death (Necromancy):** Kills 1d4 creatures/level.

**Ethereal Visage:** 20/+3 damage reduction and immunity to spells of 2nd or lower level.

**Globe of Invulnerability (Abjuration):** Immunity to spells of 4th or lower level.

**Greater Dispelling (Abjuration):** More powerful Dispel Magic.

**Greater Spell Breach (Abjuration):** Strips an enemy mage of up to six magical defenses.

**Greater Stoneskin (Transmutation):** 20/+5 damage reduction.

**Isaac's Greater Missile Storm (Evocation):** One missile (3d6 damage) per caster level (maximum of 20 missiles) randomly hit hostile creatures in area of effect.

**Legend Lore (Divination):** +10 bonus to Lore checks, +1 per 2 caster levels.

**Mass Haste (Enchantment):** All nearby allies gain one extra attack action per round and a 50% increase in movement speed.

**Planar Binding (Conjuration):** Summon or control an outsider.

**Shades (Illusion):** Able to conjure a shadow variant of Cold of Cone, Fireball, Stoneskin, Wall of Fire, or Summon Shadow.

**Summon Creature VI (Conjuration):** Summons a dire bear.

**Tensor's Transformation (Transmutation):** Caster becomes physically powerful.

**True Seeing (Divination):** Can see through Sanctuary and Invisibility spells.

**Undeath to Death:** This spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4).

#### 7th-Level Sorcerer/Wizards Spells

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**Banishment (Abjuration):** Destroys 2HD/level of summoned creatures.

**Bigby's Grasping Hand (Evocation):** Hand provides cover, pushes or grapples.

**Control Undead (Necromancy):** Dominate one undead creature.

**Delayed Blast Fireball (Evocation):** 1d8 fire damage/level; can delay blast until target enters zone.

**Finger of Death (Necromancy):** Target dies.

**Great Thunderclap:** All creatures in the area must make Will saves to avoid being stunned for one round, a Fortitude save or be deafened and a Reflex saves or fall prone.

**Mordenkainen's Sword (Transmutation):** Summons a powerful sword-wielding creature.

**Power Word, Stun (Divination):** Automatically stuns a single target.

**Prismatic Spray (Evocation):** Random effects from damage to death.

**Protection from Spells (Enchantment):** +8 bonus on all saving throws against spells.

**Shadow Shield (Illusion):** Gain +5 AC bonus, 10/+3 damage reduction; immunity to death and negative energy effects.

**Spell Mantle (Abjuration):** Absorbs up to 1d8 + 8 spell levels.

**Summon Creature VII (Conjuration):** Summons a huge elemental of random type.

#### 8th-Level Sorcerer/Wizards Spells

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**Bigby's Clenched Fist (Evocation):** Large hand causes 1d8+11 points of damage and stuns target.

**Blackstaff:** A targeted quarterstaff becomes a +4 weapon and casts dispel magic on any creature it strikes.

**Create Undead (Necromancy):** Creates one undead creature.

**Greater Planar Binding (Conjuration):** Paralyze outsider or summon outsider.

**Greater Sanctuary:** No creature can detect the caster.

Attacking or performing a hostile action will dispel Greater Sanctuary.

**Horrid Wilting (Necromancy):** 1d8 negative energy damage per caster level.

**Incendiary Cloud (Evocation):** 4d6 fire damage to all within cloud.

**Mass Blindness/Deafness (Illusion):** All nearby enemies are struck blind and deaf.

**Mass Charm (Enchantment):** All creatures nearby gain a 50% improvement in their personal reputation towards the caster.

**Mind Blank (Abjuration):** Renders all nearby allies immune to mind-affecting spells and effects.

**Premonition (Divination):** Damage reduction of 30/+5.

**Summon Creature VIII (Conjuration):** Summons a greater elemental of random type.

**Sunburst:** A brilliant explosion that causes 1d6 points of damage per caster level to all undead creatures, to a maximum of 25d6 (6d6 points of damage to creatures that are not undead) instantly if they fail a Reflex saving throw. All enemies in the area of effect must also make a successful Reflex saving throw or be blinded permanently (the blindness can only be magically removed).

### 9th-Level Sorcerer/Wizards Spells

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**Bigby's Crushing Hands (Evocation):** Large hand provides cover, pushes or crushes foes.

**Black Blade of Disaster:** The caster creates a black blade-shaped planar rift, resembling a +5 greatsword which fights at her side.

**Dominate Monster (Enchantment):** Target monster temporarily becomes under the caster's control.

**Energy Drain (Necromancy):** Target temporarily gains 2d4 negative levels.

**Gate (Conjuration):** Summon forth a Balor.

**Greater Spell Mantle (Abjuration):** Absorb 1d12 + 10 levels of spells.

**Meteor Swarm (Evocation):** 20d6 damage to all in area.

**Mordenkainen's Disjunction (Abjuration):** Very powerful version of Dispel Magic.

**Power Word, Kill (Divination):** Creature with less than 100 hit points dies.

**Shapechange (Transmutation):** Able to transform into a dragon, giant, Balor, Slaad or golem.

**Summon Creature IX (Conjuration):** Summons an elder elemental of random type.

**Time Stop (Transmutation):** Caster may attack and cast spells while the rest of the world is frozen in time.

**Wail of the Banshee (Necromancy):** All enemies in area must save or die.

**Weird (Illusion):** Kill enemies in area.

### Epic Spells

There is a layer of magic that only the most dedicated of spellcasters ever encounters, let alone understands. An epic bard, cleric, druid, pale master, sorcerer or wizard has the opportunity to learn and cast these epic spells.

These spells are not affected by armor casting penalties, nor can they be interrupted. Everyone can gain them as long as they meet the prerequisites (since they are neither arcane or divine).

#### How to Cast

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Epic spells chosen show up on a separate "Epic Spell" submenu, located on the Radial Menu option "Spells."

#### Choosing Epic Spells

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Epic spells appear for any spellcasting class once it attains "epic" level (11 for prestige classes, 21 for normal classes). These spells require a certain number of Spellcraft ranks in order to be learned.

**Mummy Dust (Spellcraft 15):** Summons one very powerful mummy.

**Dragon Knight (Spellcraft 22):** Summons a red dragon, bound to the character's will.

**Greater Ruin (Spellcraft 25):** Causes 35d6 points of damage to a single target.

**Hellball (Spellcraft 32):** This massive blast of energy causes 10d6 acid, 10d6 electrical, 10d6 fire and 10d6 sonic damage to all opponents in its blast area.

**Epic Mage Armor (Spellcraft 26):** The caster gains a +20 AC bonus. This spell is restricted to bards, sorcerers and wizards.

**Epic Warding (Spellcraft 34):** Grants damage reduction 50/+20 for 1 round per level. This spell is restricted to bards, sorcerers and wizards.

## Experience and Gaining Levels

The risks of adventure are offset only by the rewards: magic items, chests of gold and experience. As your character gains experience, he or she will gain levels. These levels grant the character access to more skills, feats, spells and special abilities. As your character rises in level, he or she gains the ability to take on more powerful monsters.

### Gaining a Level

Experience points (XP) are a measure of how much your character has learned during his adventures. In game terms, XP is a reward for overcoming obstacles and defeating monsters.

Your character receives XP immediately after defeating a monster. The amount earned depends on your character's level and the relative difficulty of the encounter. XP is awarded to everyone in your party when anyone in your party defeats a monster. At the end of a particularly long adventure, your character may also be rewarded Quest Experience. Quest Experience is also distributed to everyone in your party. When your character has gained enough experience points, he gains a level.

When your character gains a level, he receives bonuses to his base attack, base saves and skills, according to the class level you choose.

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### Class

When going through the level-up process, you must first decide whether to raise a level of your character's current class, or add a new class. If you would like to add a new class, also known as "multiclassing," please refer to page 174. To add a level to an existing class, just select it and press "OK."

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### Ability Scores

At levels 4, 8, 12, 16 and 20, the character can raise one of his or her ability scores by 1 point.

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### Skill Points

Each character gains skill points every level to spend on skills. Bonus skill points are rewarded for a high Intelligence, but adding a point at level-up does not grant extra skill points at this level. Only your character's Intelligence score before level-up determines the number of skill points he receives for the new level.

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### Feats

A character's total character level determines whether he receives an extra feat. At levels 3, 6, 9, 12, 15 and 18, your character may add a feat. Fighters and wizards occasionally get additional feats, as discussed in their class descriptions.

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### Spells

Spellcasting characters gain the ability to cast more and more powerful spells as they advance in levels. Each spellcasting class has a "spells per day" section on its class table, which shows how many spells of a given level a character can cast. See your character's class description for more details.

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### Hit Points

Your character gains additional Hit Points at each new level, based on his Hit Die and his Constitution bonus.

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### Class Features

Every class gains certain special abilities as they gain levels. Refer to class abilities for specific information.



## Multiclass Characters

Characters begin with one class, but as they gain experience you may choose to take a second or even third class. This is called multiclassing, and makes the *Neverwinter Nights* game system extremely flexible. A wizard, for example, might study as a fighter for several levels and become a wizard/fighter. Adding the fighter class grants proficiency in simple and martial weapons, better Fortitude saving throws and so on, but it also means that as a wizard the character would not be quite as advanced, having spent his experience to buy the new class instead. In *Neverwinter Nights*, a character can add a new class after he has reached 2nd level in his first class. Characters can be a maximum of three classes.

### Character Level vs. Class Level

The cost of raising a level is based on the overall “character level,” not individual “class levels.” Character level is the total level of the character, the sum of all of his class levels. A 10th-level fighter and a 5th-level rogue/5th-level wizard both have 10 character levels.

Character level is used to determine when feats and ability score bonuses are gained, and it is character level that sets the XP cost for gaining a level. For example, a 10th-level fighter/2nd-level cleric requires the same amount of XP to raise his fighter class to level 11 as he would to raise his cleric class to level 3.

A multiclass character gains Hit Die from each class as he gains levels, and the individual bonuses of each class for base attack and saving throws are cumulative. Also, the character retains and can access skills from all his classes. When a multiclass character gains a level in a class, he spends that level’s skill points as a member of that class. Feats are received every three character levels, regardless of individual class level, while ability increases are received every four.

**Note:** Some class features don’t work well with skills or class features of other classes. For example, although rogues are proficient with light armor, a rogue/wizard still suffers spell failure chances if wearing armor.

## Multiclass Experience

If your multiclass character’s classes are nearly the same level (all within 1 level of each other), then he can balance the needs of his classes. Your multiclass character suffers a –20% XP penalty for each class that is not within 1 level of his most experienced class. These penalties apply from the moment the character adds a class or raises a class’s level too high. For instance, a 4th-level wizard/3rd-level rogue gets no penalty, but if that character raises his wizard level to 5th, then he receives the –20% XP penalty from that point on until his levels are nearly even again.

**Races and Multiclass XP:** A racially favored class does not count against the character for purposes of the –20% XP penalty. For example, an 11th-level gnome character (a 9th-level rogue/2nd-level illusionist) suffers no XP penalty because he has only one non-favored class (wizard is favored for gnomes). Suppose he then achieves 12th level and adds a level of fighter to his classes, becoming a 9th-level rogue/2nd-level illusionist/1st-level fighter. He suffers a –20% XP penalty on future XP he earns, because his fighter level is so much lower than his rogue level.

A dwarven 7th-level fighter/2nd-level cleric suffers no penalty, nor does he when he adds 1st-level rogue to his classes since his cleric and rogue classes are only 1 level apart, and fighter is a favored class for dwarves.

A human or half-elf’s highest-level class is always considered his or her favored class for purposes of the multiclass penalty.

### Multiclass Restrictions

A character cannot multiclass if doing so would present an alignment conflict. For example, a character cannot be a druid/paladin, as a druid must remain neutral and a paladin must be lawful good.

Likewise, a character cannot continue to gain levels in a class that he no longer has the appropriate alignment for. For example a barbarian whose alignment becomes lawful neutral can no longer gain levels as a barbarian until his alignment becomes nonlawful again.

## Alignment Shift

If your character acts outside of what would be appropriate for his or her alignment, those actions can cause a shift in alignment, from good to evil, lawful to chaotic, and so on. The severity of the shift varies with the deed, and can sometimes have extreme consequences. For example, if a paladin performs an overtly evil or chaotic act, which changes his or her alignment from lawful good, he or she will no longer be a paladin.

Most out-of-character actions only create slight shifts in alignment. A good character can have a bad day and threaten to rough up a shopkeeper with little consequence. If, however, that good character acts on the threat and kills the clerk, a significant alignment shift toward evil would occur.

Good-aligned characters will take a bigger alignment “hit” from performing an evil act than a neutral character. Likewise, for evil-aligned characters who perform good deeds.

## Equipment, Magic Items, and Treasure

### Armor and Shields

There are nine types of armor in *Neverwinter Nights*. The higher the AC value of the armor, the better protection it offers against attacks. However, good protection comes at a cost. Arcane spellcasters risk spell failure whenever attempting to cast spells while wearing armor. More details can be found in the table on page 193.

### Weapons

There are many weapons with varying qualities from which to choose. The exact qualities are summarized in the table on page 191.

**Critical Hits:** Every weapon has a threat range, a series of numbers such as 19–20/x2. This is very important as it determines how often the weapon will score a critical hit and how much damage it inflicts when it does. A critical hit is threatened when your die roll for attacking is within the first series of numbers (i.e., a 19 or 20 in this example).

To see if this is a critical hit, your character rolls again with all the same modifiers. If he hits again, he scores a critical hit. When this happens, damage is rolled as indicated by the second number (in this example damage is rolled twice: 2x). Different weapons have different threat ranges and critical damage multipliers.

**Weapon Size:** Weapons come in four sizes, which affect what size of creature can use this weapon and how:

- **Tiny:** Considered a light, one-handed weapon for all creatures of small size or larger.
- **Small:** Considered a one-handed weapon for small creatures, such as halflings and gnomes.
- **Medium:** Considered a two-handed weapon for small creatures, such as halflings and gnomes. Medium-size creatures can wield medium weapons with one hand.

- **Large:** Small creatures, such as gnomes and halflings, cannot wield large weapons. Humans and other medium-size creatures can wield them with two-hands. Larger creatures, such as giants, can wield large weapons with one hand.

**Two-Weapon Fighting:** If you wield a second weapon in your off-hand you can get one extra attack per round with that weapon. You will receive a penalty of -6 to your main hand attack rolls and a penalty of -10 to your off-hand attack rolls. There are several ways to reduce these penalties (the table on page 184 summarizes these). Additionally, the Improved Two-Weapon Fighting feat grants a second off-hand attack, with an additional -5 attack penalty.

**Double Weapons:** Using a double weapon is the same as using two weapons (consider the off-hand as wielding a light weapon).

**Off-hand Weapon Damage:** Any weapon used in the off-hand only receives one half your normal Strength bonus for an attack.

**Two-Handed Weapon Damage:** Any weapon used in two hands delivers one-and-a-half times your normal Strength bonus.

## Miscellaneous Items

**Amulets/Necklaces:** Amulets are necklaces with some form of large decoration or symbol. Most are ornamental, but some are infused with magic.

**Belts:** Belts are worn about the midsection, but do not add to the protection given by basic armor unless infused with magic or otherwise unusual.

**Boots:** Boots come in a variety of forms and functions, but they do not add to the protection given by basic armor unless infused with magic or otherwise unusual.

**Bracers:** Bracers are a part of most suits of armor, and do not increase their suit's protective abilities unless infused with magic.

**Cloaks:** Cloaks are simple cloth garments used to protect the wearer from ill weather and other hazards of an open road.

**Gauntlets:** Gauntlets are a part of most suits of armor, and do not increase their suit's protective abilities unless infused with magic.

**Healing Kits:** Healing kits allow your character to use the Heal skill on themselves or others. The Healing Kit may restore Hit Points, cure disease or remove poisons.

**Helmets:** Helmets come in a variety of styles, but all offer basic protection for the head at the cost of slightly reduced perception.

**Rings:** Rings are commonly worn on the fingers as ornamentation, but some are infused with powerful magic.

**Thieves' Tools:** These picks, files, and other assorted tools allow the character to unlock locked chests and doors.

**Trap Kits:** These unique items allow any character skilled in setting traps to place deadly contraptions. There are a variety of traps, ranging from fire explosions to gas clouds.

**Bags and Boxes:** There are a variety of containers that can be carried in your inventory. These help keep similar goods together. Simply drag items into the container. You can access the contents of the container by selecting the "Open" option from the Radial Menu.

**Belladonna:** Ingesting this herb grants a +5 AC bonus against shapechangers, such as werewolves and wererats.

**Garlic:** Eating this strong-smelling herb grants a +2 attack bonus against undead for one minute. However, it also inflicts a -1 penalty to Charisma for the duration of its effects.

## Grenade-like Weapons

**Acid Flask:** Flasks of acid, most often used by alchemists and engravers, can be useful weapons for an adventurer, particularly when faced with creatures that may be resistant to other attacks.

**Alchemist's Fire Flask:** These flasks contain a volatile mixture that bursts into flame upon contact with air.

**Caltrops:** Caltrops are small pyramid-shaped spikes designed so that no matter which way they fall, a sharp spike is always pointing up. They are often used to slow or hobble pursuit.

**Choking Powder:** Choking powder is a mix of irritating peppers and natural herbs that can temporarily incapacitate a target.

**Holy Water Flask:** Flasks of water blessed by a cleric of a good deity are valuable weapons against the undead.

**Tanglefoot Bag:** Tanglefoot bags are packed with stringy, sticky strands that burst from the bag on impact to snare a target.

**Thunderstone:** Thunderstones are multi-sided rocks coated with an alchemical formula that detonate with a deafening boom on contact with a hard surface.

**Fire Bomb:** Highly explosive. It explodes on impact, dealing 10d6 points of fire damage and it creates a firestorm in the area for five rounds.

**Acid Bomb:** Highly reactive acid bomb that explodes on impact, dealing 10d6 points of acid damage and it creates a acid fog effect in the area five rounds after the impact.

## Magic Items

There are all manner of magic items scattered throughout *Neverwinter Nights*. These include

- **Magic Weapons:** These grant bonuses to attack and damage, as well as other properties
- **Magic Armor:** Grants an AC bonus and other abilities
- **Potions:** These are imbued with a number of special properties, the most common being a healing tonic
- **Scrolls:** These are the wizard's only means to learn more spells. Some other classes can cast spells by reading a scroll.
- **Wands, Staves and Rods:** These are a form of disposable magical power for most spellcasters.

## Lore

Unless bought in a store, all magic items start off as unidentified. The more expensive and powerful an item is, the harder it is to identify it (as summarized in the table on page 195).

There are a variety of ways to identify an item:

- Put points into your Lore skill. The higher your modifier in this skill, the more items you can identify automatically.
- Cast the Identify spell (or use an Identify scroll), if you are an arcane spellcaster. This spell temporarily boosts your Lore skill.
- Pay a store to identify the item for you. To do this, examine the item in the store and then press the "Identify" button. You'll be charged for this service, but the item will become identified and hence useable.

## Poisons

Any character is capable of poisoning a weapon. There is a chance however, that the character may accidentally poison himself on a failed dexterity check when coating the blade. The assassin and blackguard are capable of coating their weapons without any risk.

**Spider Poison:** 1d2 Strength Ability Score Damage

**Giant Bee Poison:** 1d2 Constitution Ability Score Damage

**Centipede Poison:** 1d2 Intelligence Ability Score Damage

The more powerful the poison, the harder it is to resist:

**Weak:** DC 16

**Mild:** DC 18

**Average:** DC 20

**Strong:** DC 22

**Very Strong:** DC 24

**Deadly:** DC 26

## Item Crafting and Enhancing

### Crafting

There are a variety of materials in the world that you can find\*. These materials can be made into either weapon or armor components depending on their nature. Once an item is transformed into a component, it can be used with other components to make items such as daggers, armor, ammunition and so on.

Crafting requires a successful skill check against a DC dependent on the type of item to be created:

- **Craft Armor DC:** 10 + AC of the armor to be made
- **Craft Weapon DC:** Simple 11-13, Martial 13-15, Exotic 17-19

Additionally the crafter will spend 50% of the item value in GP on a successful craft attempt. Failing the crafting check will destroy any material involved, but will not incur any GP cost.

Craft Armor can also be used to modify armor appearance at certain locations.

Crafting does not enable the creation of magical items. This can be done to some extent with the item creation feats available to all spellcaster classes (page 187).

\* Materials for crafting can generally be found by bashing doors, chests and other objects. Material components only spawn-in once the object is destroyed and only when the person bashing the object has at least 5 ranks in a crafting skill. Characters with less than five ranks simply do not have enough skill to salvage any useful materials from the destroyed object.

## Materials

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**Materials**, once properly prepared, can be made into components. These components in turn can be combined via various crafting recipes to make weapons and armor.

**Bolt of Cloth:** Can be taken from piles of cloth, unused bedding or similar materials. Cloth can be cut apart to create woolen cloth pads or kept whole and used as sheets of woolen cloth.

**Leather Hide:** This is found on the bodies of animals. Once prepared it can be used to create leather patches, leather strings or the leather armor torso.

**Elm Wood Plank:** Can be recovered from armoires and other well-made furnishings. This flexible wood can be used for bow shafts and projectile shafts.

**Oak Wood Plank:** This durable wood is often used to build doors and chests. It can be used by a craftsperson to create one of the following: oaken shield body, oaken pole, oaken crossbow shelf or oaken weapon grip.

**Large Bone:** Found on the bodies of many undead creatures. It can be used to create a wand that can then be further enhanced with magical properties.

**Bar of Iron:** Can be recovered from doors and some golems. It can make either iron spikes, helmet pots, iron bands, iron hammer head, iron orb or iron chain.

**Bar of Steel:** Often used on especially elaborate or important doors. With skill, it can be transformed into a small steel blade, large steel blade, steel weapon hilt, steel axe head, steel shield body, steel plate armor chest or helmet pot.

**Feathers:** These are generally collected from birds, but can sometimes be purchased. They are used with projectile shafts to create arrows or bolts.

## Large Components

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These are modified by a smaller component to create another item. The list of these includes:

- Leather Armor Torso
- Wooden Pole
- Elmwood Bow Shaft
- Oaken Crossbow Shelf
- Oaken Weapon Grip
- Oaken Pole
- Oaken Shield Body
- Steel Plate Armor Chest
- Steel Chain Armor Tunic
- Steel Shield Body
- Steel Weapon Hilt
- Helmet Pot
- Projectile Shaft
- Woolen Cloth

## Small Components

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These are used on a larger component to craft the desired item. They include:

- Leather Patches
- Leather Strings
- Spikes
- Iron Chain
- Iron Rings
- Iron Bands
- Small Steel Blade
- Large Steel Blade
- Woolen Cloth Pads
- Iron Hammer Head

## Crafting Recipes

What follows is a summary of some basic crafting recipes. There are many other recipes to discover as well!

**Note:** You can change the appearance of your weapons and armor by accessing the Craft skill from the “Special Abilities” Radial Menu option.

### Armor

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**Leather or Hide Armor:** Combine leather armor torso with woolen cloth pads.

**Helmet:** Take a helmet pot and attach feathers.

**Shield:** A shield base combined with iron bands.

### Weapons

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**Arrows or Bolts:** Feathers and projectile shafts.

**Dagger:** Combine an oak weapon hilt and a small steel blade.

**Dwarven Waraxe:** Forge a steel hilt and a steel axe head together.

**Greatsword:** Attach a long steel blade to a steel weapon hilt.

**Handaxe:** Attach an oak weapon hilt to a steel axe head.

**Sling:** Can be made directly from leather hide.

**Example:** To build a dagger you would first have to bash a wooden chest, so that it drops an oak plank. Then you would have to bash a steel door to give you a bar of steel. You would then craft the bar of steel into a small steel blade. The oak plank would be carved into an oaken hilt. Finally you would use the small steel blade on the oak hilt. A menu of choices will appear, the dagger among them. Select it and the dagger will be crafted — if you succeed in your craft check.

## Enhancing

Another method of item modification is to use the various crafting related feats: Brew Potion, Craft Wand or Scribe Scroll. If you have these feats you are able to target specific spells on blank/empty versions of these items to enchant them. For example, any respectable wizard sells empty potion bottles. You could purchase an empty bottle and then cast Haste onto it to create a potion of Haste. Likewise, blank scrolls are also sold, while unenchanted wands can be carved out of bone using your Craft Weapon skill.

There are also rumors of weaponsmiths deep in the bowels of the Underdark capable of strengthening the magical enchantments of weapons that a character may already possess — raising the weapon’s enchantment level, adding the ability for a weapon to spring into flame and even, if the rumors are true, grafting true intelligence into a weapon.

## Mini- Modules

**N**everwinter Nights Platinum includes a collection of mini-adventure modules in addition to the two main campaigns. Check them out solo or join up with friends for group adventures and battles.

### **The Winds of Eremor**

*Released by BioWare, Designed by BioWare's Rob Bartel*

**Suggested Level:** 5-15

**Number of Players:** 1-4

Welcome to Eremor, island of the winds.

### **To Heir is Human**

*Released by BioWare, Designed by BioWare's Dan Whiteside*

**Suggested Level:** 5-15

**Number of Players:** 1-4

Who dares face the might of the drow to save an innocent child?

### **The Dark Ranger's Treasure**

*Released by BioWare, Designed by BioWare's Rob Bartel*

**Suggested Level:** 5-15

**Number of Players:** 1-4

Welcome to the Inn of the Lance. This may be the last time you ever see it.

## **BioWare's Contest of Champions!**

Pit your mightiest warrior, your deadliest assassin and your most feared spellcaster against the best the world has to offer in BioWare's Contest of Champions!

This module is designed to allow a group of players to jump into combat against each other on up to 4 different teams. Anything goes within the two battle arenas. The last team standing at the end of combat wins the round.

### **Instructions**

1. Speak to the Rules Enforcer
2. When you are done and your character matches the current settings, you can step through the portal.
3. If you are the first person to enter this room, you will be able to set the level and gold piece value of items.
4. You can purchase items and equipment from the Storekeepers. When you are ready to fight, talk to one of the four Fight Masters and choose, "I want to check in," to be granted your team flag.
5. When your team is ready, pull the Lock Switch lever.
6. You will be teleported to the battle area when all opposing teams are ready to fight.
7. When all of your opponents are dead, you will be taken back to your team HQ.

For game server settings, we recommend the following:

- Disable One Party Only
- Full Level Range 1-20
- Full PvP
- Hardcore Rules
- Maximum Players: 10
- Enforce Legal Characters: On
- Enable Item Level Restrictions: On



## Appendix: Charts and Tables

### Skill Points Per Class

Class	Skill Points gained First Level*	Skill Points gained at Level Up**
Barbarian	(4+Int modifier)x4	4+Int modifier
Bard	(4+Int modifier)x4	4+Int modifier
Cleric	(2+Int modifier)x4	2+Int modifier
Druid	(4+Int modifier)x4	4+Int modifier
Fighter	(2+Int modifier)x4	2+Int modifier
Monk	(4+Int modifier)x4	4+Int modifier
Paladin	(2+Int modifier)x4	2+Int modifier
Ranger	(4+Int modifier)x4	4+Int modifier
Rogue	(8+Int modifier)x4	8+Int modifier
Sorcerer	(2+Int modifier)x4	2+Int modifier
Wizard	(2+Int modifier)x4	2+Int modifier

\* Humans add +4 to this total at 1st level. \*\*Humans add +1 each

### Classes and Preferred Saving Throws

Class	High Saves	Low Saves
Arcane Archer	Fortitude, Reflex	Will
Assassin	Reflex	Fortitude, Will
Barbarian	Fortitude	Reflex, Will
Bard	Reflex, Will	Fortitude
Blackguard	Fortitude	Reflex, Will
Cleric	Fortitude, Will	Reflex
Champion of Torm	Fortitude, Reflex	Will
Dragon Disciple	Fortitude, Will	Reflex
Druid	Fortitude, Will	Reflex
Dwarven Defender	Fortitude, Will	Reflex
Fighter	Fortitude	Reflex, Will
Harper Scout	Reflex, Will	Fortitude
Monk	Fortitude, Reflex, Will	None
Paladin	Fortitude	Reflex, Will
Pale Master	Fortitude, Will	Reflex
Ranger	Fortitude	Reflex, Will
Rogue	Reflex	Fortitude, Will
Shadowdancer	Reflex	Fortitude, Will
Shifter	Fortitude, Reflex	Will
Sorcerer	Will	Fortitude, Reflex
Weapon Master	Reflex	Fortitude, Will
Wizard	Will	Fortitude, Will

### Epic Level Advancement

Character Level	Epic Saves Bonus	Epic Attack Bonus	XP	Class Skill Max	Feats	Ability Increases
21	0	1	210,000	24	8th	
22	1	1	231,000	25		
23	1	2	253,000	26		
24	2	2	276,000	27	9th	6th
25	2	3	300,000	28		
26	3	3	325,000	29		
27	3	4	351,000	30	10th	
28	4	4	378,000	31		7th
29	4	5	406,000	32		
30	5	5	435,000	33	11th	
+1	*	*	+1,000 x currently level	+1	+1 per 3	+1 per 4

\* *Epic Saves Bonus and Epic Attack Bonus continue past level 30 at a rate of +1 every 2 levels*

### Weapons List

#### Tiny Weapons

Name	Cost	Damage	Critical	Weight	Type
Dagger	4 gp	1d4	19-20/x2	1	Piercing
Kukri	16 gp	1d4	18-20/x2	3	Slashing
Shuriken	5 gp	1d3	x2	0	Piercing

#### Small Weapons

Name	Cost	Damage	Critical	Weight	Type
Axe, throwing	1 gp	1d6	x2	1	Slashing
Crossbow, light	35 gp	1d8	19-20/x2	6	Piercing
Dart	1	1d4	x2	0.1	Piercing
Hammer, light	2 gp	1d4	x2	2	Bludgeoning
Handaxe	12 gp	1d6	x3	5	Slashing
Kama	4 gp	1d6	x2	1	Slashing
Mace	10 gp	1d6	x2	6	Bludgeoning
Sickle	12 gp	1d6	x2	3	Slashing
Sling	2 gp	1d4	x2	0.1	Bludgeoning
Shortsword	20 gp	1d6	19-20/x2	3	Piercing

## Medium Weapons

Name	Cost	Damage	Critical	Weight	Type
Bastard sword	70 gp	1d10	19-20/x2	10	Slashing
Battleaxe	20 gp	1d8	x3	7	Slashing
Club	2 gp	1d6	x2	3	Bludgeoning
Crossbow, heavy	100 gp	1d10	19-20/x2	9	Piercing
Dwarven Waraxe	30 gp	1d10	x3	15	Slashing
Flail, light	16	1d8	x2	5	Bludgeoning
Katana	80 gp	1d10	19-20/x2	10	Slashing
Longsword	30 gp	1d8	19-20/x2	4	Slashing
Morningstar	16 gp	1d8	x2	8	Bludgeoning and Piercing
Rapier	40 gp	1d6	18-20/x2	3	Piercing
Scimitar	30 gp	1d6	18-20/x2	4	Slashing
Shortbow	60 gp	1d6	x3	2	Piercing
Warhammer	24 gp	1d8	x3	8	Bludgeoning
Whip	1 gp	1d2	x2	3	Slashing

## Large Weapons

Name	Cost	Damage	Critical	Weight	Type
Dire mace	80 gp	1d8/1d8	x2	20	Bludgeoning
Two-bladed sword	200 gp	1d8/1d8	19-20/x2	4.4	Slashing
Double axe	60 gp	1d8/1d8	x3	25	Slashing
Flail, heavy	30	1d10	19-20/x2	20	Bludgeoning
Greataxe	40 gp	1d12	x3	20	Slashing
Greatsword	100 gp	2d6	19-20/x2	15	Slashing
Halberd	20 gp	1d10	x3	15	Piercing and Slashing
Longbow	150 gp	1d8	x3	3	Piercing
Quarterstaff	2 gp	1d6	x2	4	Bludgeoning
Scythe	36 gp	2d4	x4	12	Piercing and Slashing
Spear	2 gp	1d8	x3	3	Piercing

## Armor Stats

Armor Stage	Armor Bonus	Armor Examples	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Approx Weight	Approx Cost	Class
Stage 0	+0	No armor	-	-	-	-	-	None
Stage 1	+1	Padded	+8	0	5%	10 lb.	5 gp	Light
Stage 2	+2	Leather	+6	0	10%	15 lb.	10 gp	Light
Stage 3	+3	Studded Leather, Hide	+4	-1	20%	25 lb.	15 gp	Light
Stage 4	+4	Chain shirt, Scale mail	+4	-2	20%	25 lb.	100 gp	Medium
Stage 5	+5	Chainmail, Breastplate	+2	-5	30%	40 lb.	150 gp	Medium
Stage 6	+6	Splint mail, Banded mail	+1	-7	40%	45 lb.	200 gp	Heavy
Stage 7	+7	Half-plate	0	-7	40%	50 lb.	600 gp	Heavy
Stage 8	+8	Full plate	+1	-8	45%	50 lb.	1,500 gp	Heavy

Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off-Hand
Normal penalties	-6	-10
Off-hand weapon is light. (A light weapon is a weapon that is one size category smaller than your racial size)	-4	-8
Ambidexterity feat	-6	-6
Two-Weapon Fighting feat	-4	-8
Off-hand weapon is light and Ambidexterity feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-6
Ambidexterity feat and Two-Weapon Fighting Feat	-4	-4
Off-hand weapon is light and Ambidexterity feat and Two-Weapon Fighting feat	-2	-2

Lore Values

Lore Skill Modifier	Item Value*	Lore Skill Modifier	Item Value*
1	10	17	20000
2	50	18	30000
3	100	19	40000
4	150	20	50000
5	200	21	60000
6	300	22	80000
7	400	23	100000
8	500	24	150000
9	1000	25	200000
10	2500	26	250000
11	3750	27	300000
12	4800	28	350000
13	6500	29	400000
14	9500	30	500000
15	13000	31 +	An extra 100,000 gp value per point after 30
16	17000		

## Base Saves and Base Attacks for All Classes

Class Level	Base Saves Lower/Higher	Fighter, Barbarian, Paladin, Ranger, Arcane Archer, Blackguard, Dwarfven Defender, Weapon Master, Champion of Torm  Base Attack	Cleric, Druid, Rogue, Bard, Monk, Assassin, Shadowdancer, Shifter, Dragon Disciple, Harper Scout  Base Attack	Wizard, Sorcerer, Pale Master  Base Attack	Experience Points Required	Class Skill Max	Ability Increases	Feats Required
1	+0/+2	+1	+0	+0	0	4		1st
2	+0/+3	+2	+1	+1	1,000	5		
3	+1/+3	+3	+2	+1	3,000	6		2nd
4	+1/+4	+4	+3	+2	6,000	7	1st	
5	+1/+4	+5	+3	+2	10,000	8		
6	+2/+5	+6/+1	+4	+3	15,000	9		3rd
7	+2/+5	+7/+2	+5	+3	21,000	10		
8	+2/+6	+8/+3	+6/+1	+4	28,000	11	2nd	
9	+3/+6	+9/+4	+6/+1	+4	36,000	12		4th
10	+3/+7	+10/+5	+7/+2	+5	45,000	13		
11	+3/+7	+11/+6/+1	+8/+3	+5	55,000	14		
12	+4/+8	+12/+7/+2	+9/+4	+6/+1	66,000	15	3rd	5th
13	+4/+8	+13/+8/+3	+9/+4	+6/+1	78,000	16		
14	+4/+9	+14/+9/+4	+10/+5	+7/+2	91,000	17		
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	105,000	18		6th
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3	120,000	19	4th	
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3	136,000	20		
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4	153,000	21		7th
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4	171,000	22		
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5	190,000	23	5th	

## Bard Known Spells and Spells Per Day

Lvl	Base Spells per Day							Spells Known						
	0	1	2	3	4	5	6	0	1	2	3	4	5	6
1	2	—	—	—	—	—	—	4	—	—	—	—	—	—
2	3	0	—	—	—	—	—	4	2	—	—	—	—	—
3	3	1	—	—	—	—	—	4	3	—	—	—	—	—
4	3	2	0	—	—	—	—	4	3	2	—	—	—	—
5	3	3	1	—	—	—	—	4	4	3	—	—	—	—
6	3	3	2	—	—	—	—	4	4	3	—	—	—	—
7	3	3	2	0	—	—	—	4	4	4	2	—	—	—
8	3	3	3	1	—	—	—	4	4	4	3	—	—	—
9	3	3	3	2	—	—	—	4	4	4	3	—	—	—
10	3	3	3	2	0	—	—	4	4	4	4	2	—	—
11	3	3	3	3	1	—	—	4	4	4	4	3	—	—
12	3	3	3	3	2	—	—	4	4	4	4	3	—	—
13	3	3	3	3	2	0	—	4	4	4	4	4	2	—
14	4	3	3	3	3	1	—	4	4	4	4	4	3	—
15	4	4	3	3	3	2	—	4	4	4	4	4	3	—
16	4	4	4	3	3	2	0	4	5	4	4	4	4	2
17	4	4	4	4	3	3	1	4	5	5	4	4	4	3
18	4	4	4	4	4	3	2	4	5	5	5	4	4	3
19	4	4	4	4	4	4	3	4	5	5	5	5	4	4
20	4	4	4	4	4	4	4	4	5	5	5	5	5	4

## Cleric Spells Per Day

Lvl	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	5	3	2	—	—	—	—	—	—	—
5	5	3	2	1	—	—	—	—	—	—
6	5	3	3	2	—	—	—	—	—	—
7	6	4	3	2	1	—	—	—	—	—
8	6	4	3	3	2	—	—	—	—	—
9	6	4	4	3	2	1	—	—	—	—
10	6	4	4	3	3	2	—	—	—	—
11	6	5	4	4	3	2	1	—	—	—
12	6	5	4	4	3	3	2	—	—	—
13	6	5	5	4	4	3	2	1	—	—
14	6	5	5	4	4	3	3	2	—	—
15	6	5	5	5	4	4	3	2	1	—
16	6	5	5	5	4	4	3	3	2	—
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

# Cleric Domains

Domain	Special Ability	1	2	3	4	5	6	7
Air	Can turn elementals like undead			Call Lightning			Chain Lightning	
Animal	Improved monster summoning		Cat's Grace	True Seeing		Polymorph Self		
Death	Negative plane avatar			Phantasmal Killer	Enervation			
Destruction	Turning damages constructs			Stinking Cloud		Acid Fog		
Earth	Can turn elementals like undead				Stoneskin	Energy Buffer		
Evil	Can turn outsiders like undead	Negative Energy Ray		Negative Energy Burst		Enervation		
Fire	Can turn elementals like undead				Wall of Fire	Energy Buffer		
Good	Can turn outsiders like undead				Stoneskin	Lesser Planar Binding		
Healing	All healing spells are empowered		Cure Serious			Heal		
Knowledge	More domain spells	Identify	Knock	Clairaudience / Clairvoyance	True Seeing		Legend Lore	

# Cleric Domains (continued)

Domain	Special Ability	1	2	3	4	5	6	7
Magic	More domain spells	Mage Armor / Arrow	Melf's Acid Burst	Negative	Stoneskin Storm	Ice		
Plant	Can turn vermin like undead		Barkskin				Creeping Doom	
Protection	Divine protection				Minor Globe	Energy Buffer		
Strength	Divine strength			Divine Power		Stoneskin		
Sun	Improved turn undead		Searing Light				Sunbeam	
Travel	More domain spells	Entangle	Web	Freedom of Movement	Slow	Haste		
Trickery	Improves skills generally used by rogues		Invisibility	Invisibility Sphere		Improved Invisibility		
War	Battle mastery		Cat's Grace	Poison		Ice Storm		Aura of Vitality
Water	Can turn elementals like undead							

## Druid Spells Per Day

Lvl	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	5	3	2	—	—	—	—	—	—	—
5	5	3	2	1	—	—	—	—	—	—
6	5	3	3	2	—	—	—	—	—	—
7	6	4	3	2	1	—	—	—	—	—
8	6	4	3	3	2	—	—	—	—	—
9	6	4	4	3	2	1	—	—	—	—
10	6	4	4	3	3	2	—	—	—	—
11	6	5	4	4	3	2	1	—	—	—
12	6	5	4	4	3	3	2	—	—	—
13	6	5	5	4	4	3	2	1	—	—
14	6	5	5	4	4	3	3	2	—	—
15	6	5	5	5	4	4	3	2	1	—
16	6	5	5	5	4	4	3	3	2	—
17	6	5	5	5	5	4	4	3	2	1
18	6	5	5	5	5	4	4	3	3	2
19	6	5	5	5	5	5	4	4	3	3
20	6	5	5	5	5	5	4	4	4	4

## Fighter Bonus Feats

Ambidexterity	Improved Unarmed Strike
Called Shot	Knockdown
Cleave	Mobility
Deflect Arrows	Point Blank Shot
Disarm	Power Attack
Dodge	Rapid Shot
Improved Critical	Stunning Fist
Improved Disarm	Two-Weapon Fighting
Improved Knockdown	Weapon Finesse
Improved Parry	Weapon Focus
Improved Power Attack	Weapon Specialization
Improved Two-Weapon Fighting	

## Monk Attacks, AC and Speed Bonuses

Class Level	Unarmed Attack Bonus	Unarmed Damage*	AC Bonus	Run Speed
1	+0	1d6 / 1d4	+0	100%
2	+1	1d6 / 1d4	+0	100%
3	+2	1d6 / 1d4	+0	110%
4	+3	1d8 / 1d6	+0	110%
5	+3	1d8 / 1d6	+1	110%
6	+4/+1	1d8 / 1d6	+1	120%
7	+5/+2	1d8 / 1d6	+1	120%
8	+6/+3	1d10 / 1d8	+1	120%
9	+6/+3	1d10 / 1d8	+1	130%
10	+7/+4/+1	1d10 / 1d8	+2	130%
11	+8/+5/+2	1d10 / 1d8	+2	130%
12	+9/+6/+3	1d12 / 1d10	+2	140%
13	+9/+6/+3	1d12 / 1d10	+2	140%
14	+10/+7/+4/+1	1d12 / 1d10	+2	140%
15	+11/+8/+5/+2	1d12 / 1d10	+3	145%
16	+12/+9/+6/+3	1d20 / 2d6	+3	145%
17	+12/+9/+6/+3	1d20 / 2d6	+3	145%
18	+13/+10/+7/+4/+1	1d20 / 2d6	+3	150%
19	+14/+11/+8/+5/+2	1d20 / 2d6	+3	150%
20	+15/+12/+9/+6/+3	1d20 / 2d6	+4	150%

\* The first number is damage done by medium or large sized monks. The second number is damage done by small monks.

## Use Magic Device Skill

Use Magical Device	Use Class Restricted Item	Use Race Restricted Item	Use Alignment Restricted Item
1	1000 gp or less	Impossible	Impossible
5	4800 gp or less	1000 gp or less	Impossible
10	20000 gp or less	4800 gp or less	1000 gp or less
15	100000 gp or less	20000 gp or less	4800 gp or less
20	100000 gp or less	100000 gp or less	20000 gp or less
25	100000 gp or less	100000 gp or less	100000 gp or less

Paladin and Ranger Spells Per Day

Lvl	Base Spells per Day			
	1	2	3	4
1	—	—	—	—
2	—	—	—	—
3	—	—	—	—
4	0	—	—	—
5	0	—	—	—
6	1	—	—	—
7	1	—	—	—
8	1	0	—	—
9	1	0	—	—
10	1	1	—	—
11	1	1	0	—
12	1	1	1	—
13	1	1	1	—
14	2	1	1	0
15	2	1	1	1
16	2	2	1	1
17	2	2	2	1
18	3	2	2	1
19	3	3	3	2
20	3	3	3	3

Rogue Bonus Feats

Crippling Strike
Opportunist
Skill Mastery
Slippery Mind
Improved Evasion
Defensive Roll

Sorcerer Known Spells and Spells Per Day

Lvl	Base Spells per Day										Spells Known									
	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9
1	5	3	—	—	—	—	—	—	—	—	4	2	—	—	—	—	—	—	—	—
2	6	4	—	—	—	—	—	—	—	—	4	2	—	—	—	—	—	—	—	—
3	6	5	—	—	—	—	—	—	—	—	4	3	—	—	—	—	—	—	—	—
4	6	6	3	—	—	—	—	—	—	—	4	3	1	—	—	—	—	—	—	—
5	6	6	4	—	—	—	—	—	—	—	4	4	2	—	—	—	—	—	—	—
6	6	6	5	3	—	—	—	—	—	—	4	4	2	1	—	—	—	—	—	—
7	6	6	6	4	—	—	—	—	—	—	4	5	3	2	—	—	—	—	—	—
8	6	6	6	5	3	—	—	—	—	—	4	5	3	2	1	—	—	—	—	—
9	6	6	6	6	4	—	—	—	—	—	4	5	4	3	2	—	—	—	—	—
10	6	6	6	6	5	3	—	—	—	—	4	5	4	3	2	1	—	—	—	—
11	6	6	6	6	6	4	—	—	—	—	4	5	5	4	3	2	—	—	—	—
12	6	6	6	6	6	5	3	—	—	—	4	5	5	4	3	2	1	—	—	—
13	6	6	6	6	6	6	4	—	—	—	4	5	5	4	4	3	2	—	—	—
14	6	6	6	6	6	6	5	3	—	—	4	5	5	4	4	3	2	1	—	—
15	6	6	6	6	6	6	6	4	—	—	4	5	5	4	4	4	3	2	—	—
16	6	6	6	6	6	6	6	5	3	—	4	5	5	4	4	4	3	2	1	—
17	6	6	6	6	6	6	6	6	4	—	4	5	5	4	4	4	3	2	—	—
18	6	6	6	6	6	6	6	6	5	3	4	5	5	4	4	4	3	2	1	—
19	6	6	6	6	6	6	6	6	6	6	4	5	5	4	4	4	3	2	—	—
20	6	6	6	6	6	6	6	6	6	6	4	5	5	4	4	4	3	2	—	—



Wizard Spells Per Day

Lvl	Base Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	1	—	—	—	—	—	—	—	—
2	4	2	—	—	—	—	—	—	—	—
3	4	2	1	—	—	—	—	—	—	—
4	4	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	4	4	4	3	2	1	—	—	—	—
10	4	4	4	3	3	2	—	—	—	—
11	4	4	4	4	3	2	1	—	—	—
12	4	4	4	4	3	3	2	—	—	—
13	4	4	4	4	4	3	2	1	—	—
14	4	4	4	4	4	3	3	2	—	—
15	4	4	4	4	4	4	3	2	1	—
16	4	4	4	4	4	4	3	3	2	—
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4	4

Wizard Bonus Feats

Combat Casting	Silent Spell
Empower Spell	Spell Focus
Extend Spell	Spell Penetration
Maximize Spell	Still Spell
Quicken Spell	

Racial Size

Race	Size
Human	Medium
Dwarf	Medium
Elf	Medium
Gnome	Small*
Half-elf	Medium
Half-orc	Medium
Halfling	Small*

\* Small creatures are unable to wield Large weapons (and must wield medium-size weapons with using hands)

## Skills

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Arcane Archer	Assassin	Shadow- dancer	Black- guard	Harper Scout	Champion of Torm	Weapon Master	Dwarven Defender	Shifter	Pale Master	Dragon Disciple
Animal Empathy	x	x	x	•	x	x	x	•	x	x	x	x	x	x	x	x	x	x	x	•	x	x
Concentration	c	•	•	•	•	•	•	•	c	•	•	c	c	c	•	c	c	c	c	•	•	•
Disable Trap	c	c	c	c	c	c	c	c	•	c	c	c	•	c	c	c	c	c	c	c	c	c
Discipline	•	•	c	c	•	c	•	•	c	c	c	c	c	c	•	•	•	•	•	c	c	•
Heal	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Hide	c	•	c	c	c	•	c	•	•	c	c	•	•	•	c	•	c	c	c	•	•	c
Listen	•	•	c	c	c	•	c	•	•	c	c	•	•	•	c	•	c	•	•	•	•	•
Lore	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Move Silently	c	•	c	c	c	•	c	•	•	c	c	•	•	•	c	•	c	c	c	c	•	c
Open Lock	c	c	c	c	c	c	c	c	•	c	c	c	•	c	c	c	c	c	c	c	c	c
Parry	•	•	•	•	•	•	•	•	•	c	c	c	c	c	•	c	•	c	c	c	c	•
Perform	x	•	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Persuade	c	•	•	•	c	•	•	c	•	c	c	c	c	•	•	•	c	c	c	•	•	•
Pick Pocket	c	•	c	c	c	c	c	c	•	c	c	c	•	•	c	•	c	c	c	c	c	c
Search	c	c	c	c	c	c	c	•	•	c	c	c	•	•	c	c	c	c	c	c	c	•
Set Trap	c	c	c	c	c	c	c	•	•	c	c	c	•	c	c	c	c	c	c	c	c	c
Spellcraft	c	•	•	•	c	c	c	c	c	•	•	c	c	c	c	c	c	c	c	c	•	•
Spot	c	c	c	c	c	c	c	•	•	c	c	•	•	•	c	c	•	•	•	•	c	•
Taunt, Diplomacy	•	•	c	c	c	c	•	c	c	c	c	c	c	c	•	c	c	c	c	c	c	c
Use Magic Device	x	•	x	x	x	x	x	x	•	x	x	x	•	x	x	x	x	x	x	x	x	x
Introduced in Shadows of Undrentide																						
Appraise	c	•	c	c	c	c	c	c	•	c	c	c	•	c	c	•	c	c	c	c	c	c
Tumble	c	•	c	c	c	•	c	c	•	c	c	c	•	•	c	•	c	c	c	c	c	c
Craft Trap	•	•	•	•	•	•	•	•	•	•	•	•	•	c	•	•	•	c	•	•	•	•
Introduced in Hordes of the Underdark																						
Bluff	c	•	c	c	c	c	c	c	•	c	c	c	•	•	c	•	c	c	c	c	c	c
Intimidate	•	c	c	c	c	c	c	c	•	c	c	c	•	c	•	c	c	•	c	c	c	c
Craft Weapon	•	•	•	•	•	•	•	•	•	•	•	•	•	c	•	•	•	c	•	•	•	•
Craft Armor	•	•	•	•	•	•	•	•	•	•	•	•	•	c	•	•	•	c	•	•	•	•

### Legend

- - Class Skill
- c - Cross Class Skill
- x - forbidden

## Feats by Type

Combat Feats	Active Combat Feats	Defensive Feats	Magical Feats	Other
Ambidexterity	Called Shot	Armor Proficiency (heavy)	Combat Casting	Alertness
Cleave	Disarm	Armor Proficiency (light)	Empower Spell	Extra Turning
Improved Critical	Improved Disarm	Armor Proficiency (medium)	Extend Spell	Skill Focus
Improved Parry	Improved Knockdown	Deflect Arrows	Maximize Spell	
Improved Two-Weapon Fighting	Improved Power Attack	Dodge	Quicken Spell	
Improved Unarmed Strike	Knockdown	Great Fortitude	Silent Spell	
Point Blank Shot	Power Attack	Iron Will	Spell Focus	
Two-Weapon Fighting	Rapid Shot	Lightening Reflexes	Spell Penetration	
Weapon Finesse		Mobility	Still Spell	
Weapon Focus	Stunning Fist	Shield Proficiency		
Weapon Proficiency: Martial, Exotic or Simple		Toughness		
Weapon Specialization				

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